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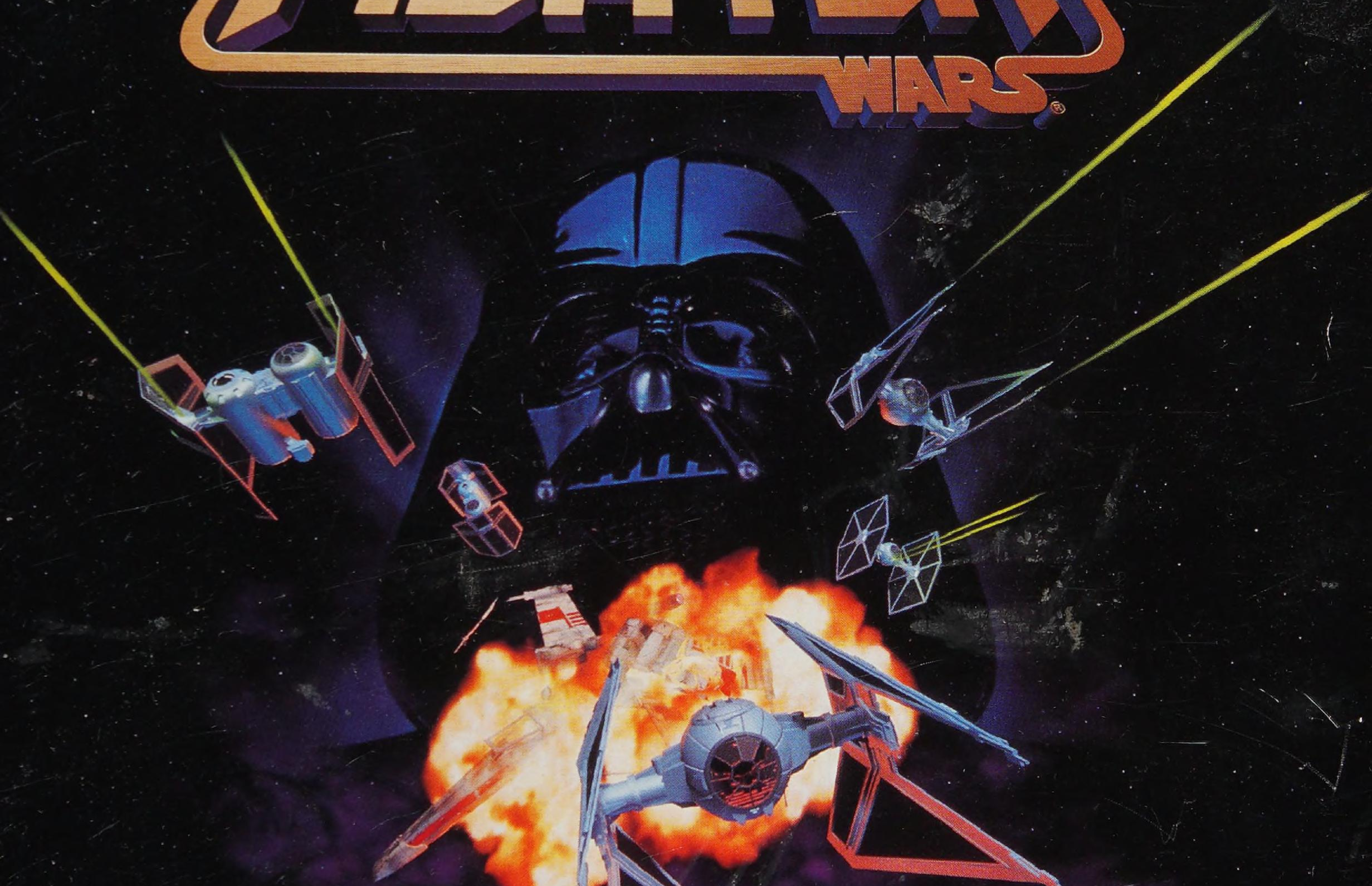

THE OFFICIAL STRATEGY GUIDE

RUSEL DEMARIA, DAVID WESSMAN, & DAVID MAXWELL

FROM THE PUBLISHERS OF *X-WING: THE OFFICIAL STRATEGY GUIDE*

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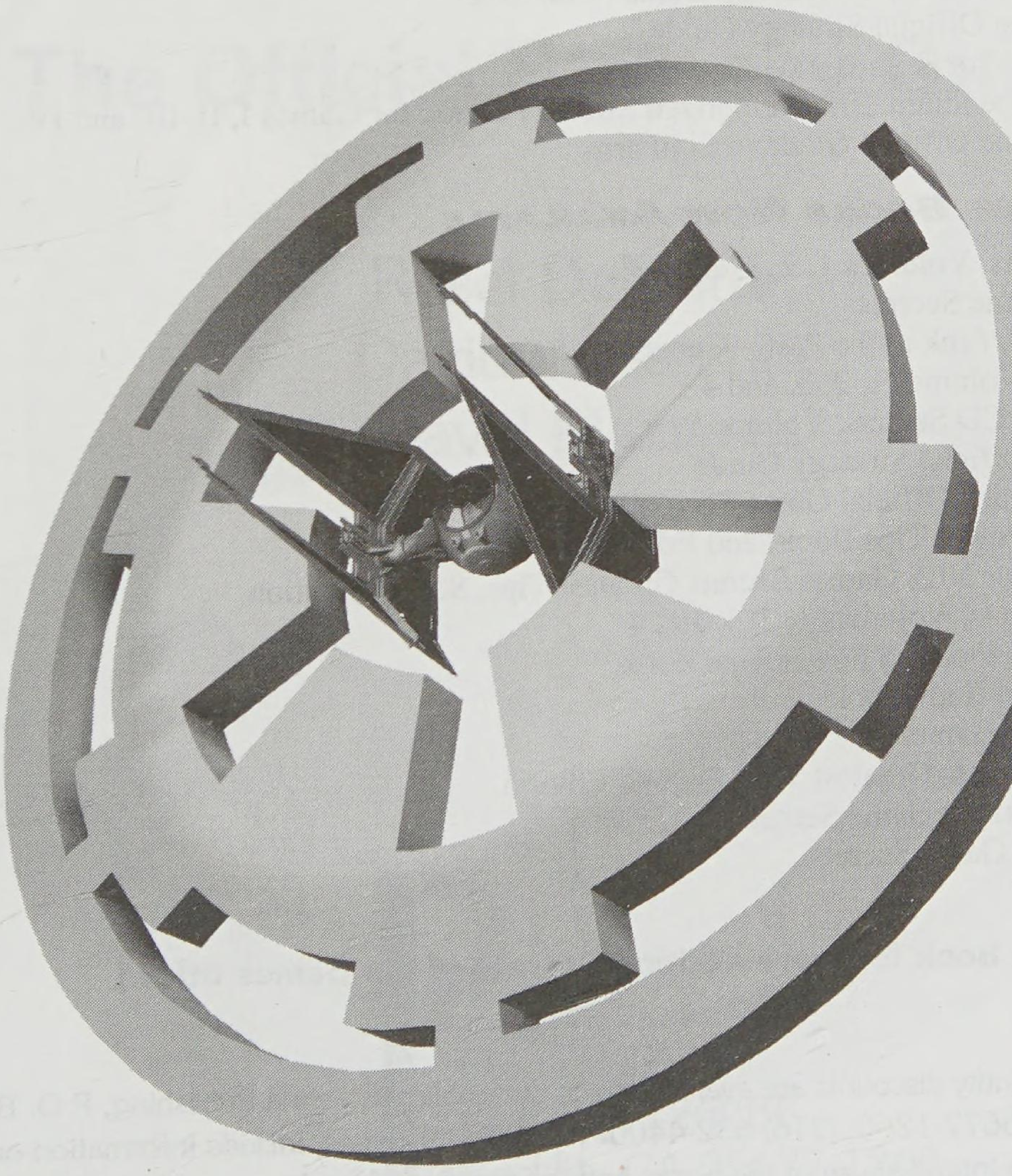
TIE Fighter

The Official Strategy Guide



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TIE Fighter

The Official Strategy Guide

Rusel DeMaria
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Acknowledgments

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First, I have to thank Larry Holland. Larry got me involved in writing *The Farlander Papers* for the X-Wing game, which led directly to me writing *X-Wing: The Official Strategy Guide*, *The Stele Chronicles*, and, finally, this book. I also want to thank Larry for the years of dedication he's put into providing us all with such great products.

Next, I have to thank my co-authors, the two Daves — "Wotan" and "Max." All the strategies in this book came from them. As mission designers, first for X-Wing, and now for TIE Fighter, David Maxwell and David Wessman were in a perfect position to help produce this book quickly and accurately.

"Max" and "Wotan" also took most of the screen images. They deserve as much credit as I can give them, not only for helping design such a great game, but for their efforts beyond the call of duty to make this the best strategy book we could create and still get out on time.

I also want to thank Ed Kilham for his graciousness under fire, and "Bucky" for helping us get the 3D images you see throughout this book.

Thanks to Mary Bihr, Barbara Gleason, and Kalani Streicher at LucasArts for their friendship and help in getting this project (and several others) underway, and for their availability to handle crises of all kinds. Special thanks to Lucy Wilson for helping get these great projects moving.

Closer to home, I want to thank Ocean Quigley for his constant enthusiasm for Star Wars imagery as well as his unexpected skills as a starfighter pilot. Ocean always creates fantastic artwork for my books, but he also fires a mean laser cannon in a pinch.

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And to Lo Coco's restaurant for always having good food and good humor during the most brutal of deadlines.

To Paco DeLucia for great inspiration these last 24 years.

The most special thanks of all go to Alex Uttermann whose partnership makes all the difference. *Querida, no hay palabras.*

Finally, thanks to George Lucas for *Star Wars*, and to Theodore Sturgeon, my Obi-Wan.

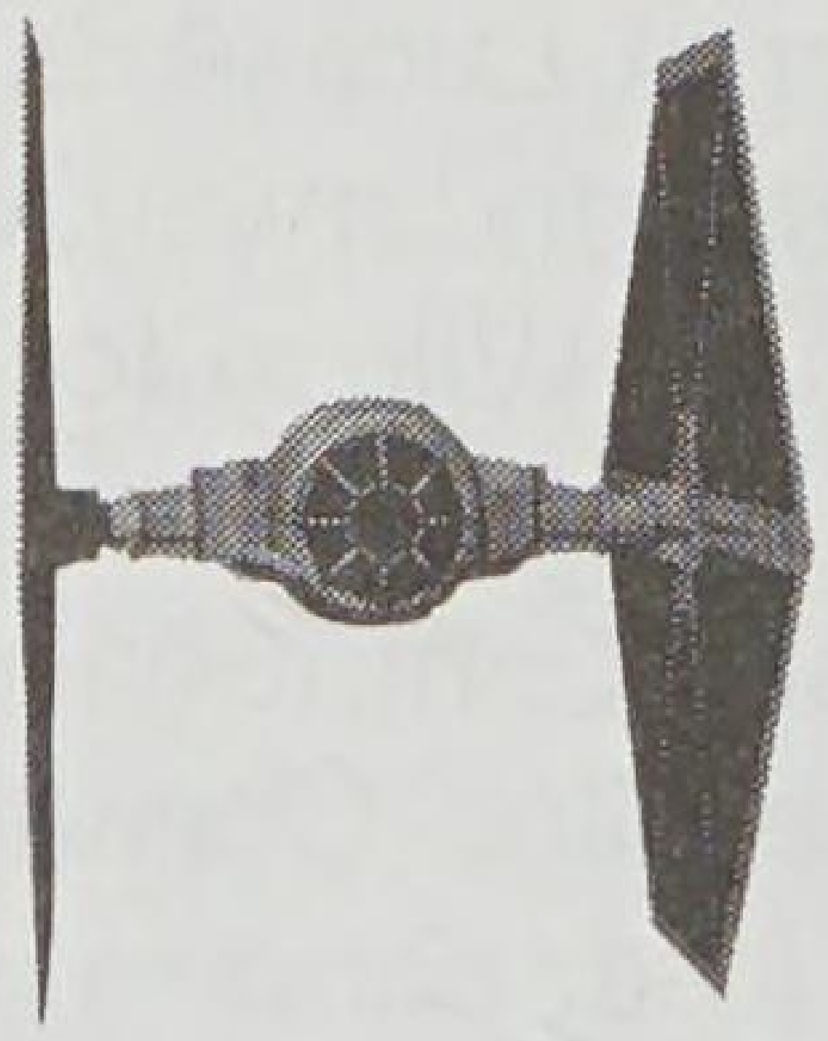
Introduction

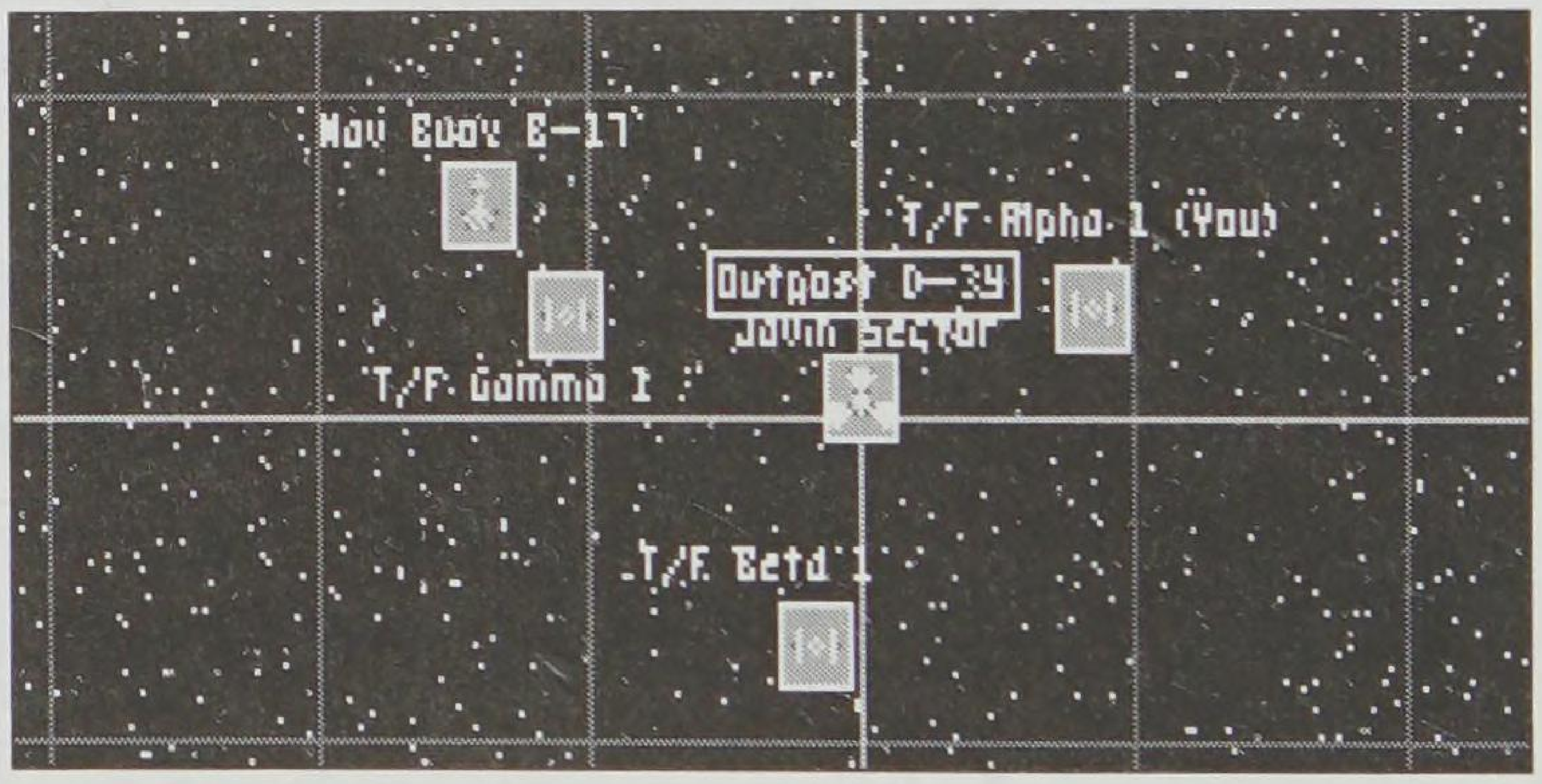
This is now the sixth book I've had the priviledge to write with LucasArts and the wonderful *Star Wars* galaxy of characters and worlds in conflict. In this book, I've attempted to give a little more atmosphere in the continuation of Maarek Stele's story, begun in *The Stele Chronicles*. But more importantly, I hope "Max", "Wotan" and I have brought you the information you need to succeed at TIE Fighter and to get the most enjoyment out of the game.

The story is told more or less from Maarek Stele's point of view. It isn't necessary to read the fiction, however, to gain information about the game. You should find a lot of useful information in Part One: Early Training, and some more tips and tactics in Part Two: Combat Training Missions. In addition, you'll find some tips on how to approach the combat training missions themselves.

Parts Three through Nine contain detailed descriptions of the main battles in TIE Fighter — how to fly them and accomplish the many goals.

Mission One: Patrol Jump Point D-34

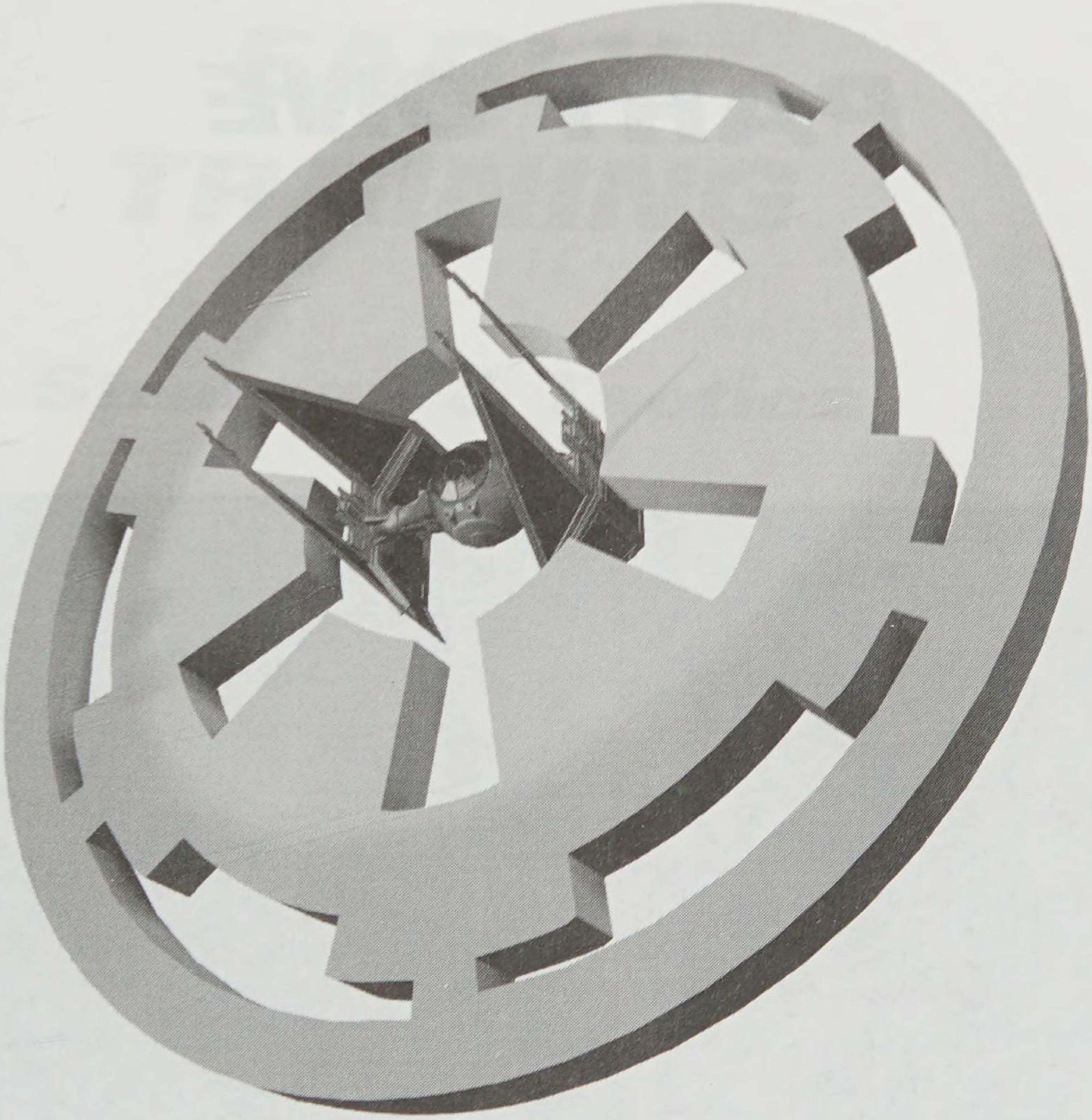




Each mission begins with a recognizable title, fighter logo, and map screen from the mission briefing. Keep in mind, however, that the strategies suggested in Stele's After-Action Report are possible scenarios. Because these missions involve many spacecraft and certain elements of chance, the mission strategies should be used as guidelines only. Your experience may be different, but if you get stuck, the strategies we've included should help you get through the mission.

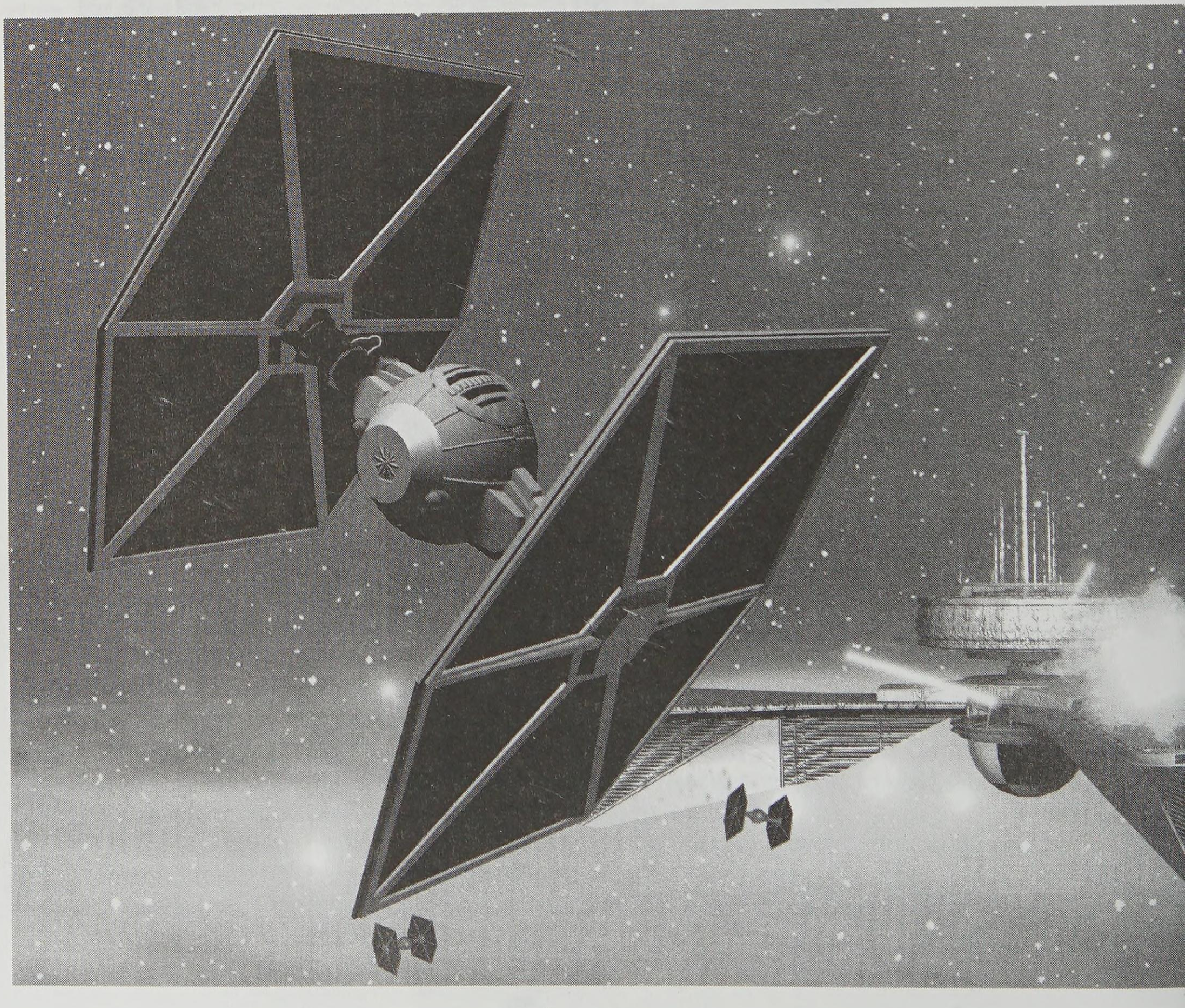
In the appendixes, you'll find a wealth of information, including an inside look at scoring and AI, tips for using the Combat Trainer, tips for using the In-flight Camera, tons of coded mission details known only to the programmers (and now to you), and, finally, some information about the people who created TIE Fighter.

We hope you enjoy this book, that it helps you play the game better, and that you enjoy Maarek Stele's little adventures. Good luck. The Empire needs you. The Emperor needs you. Don't let him down, or you may get a visit from Darth Vader!



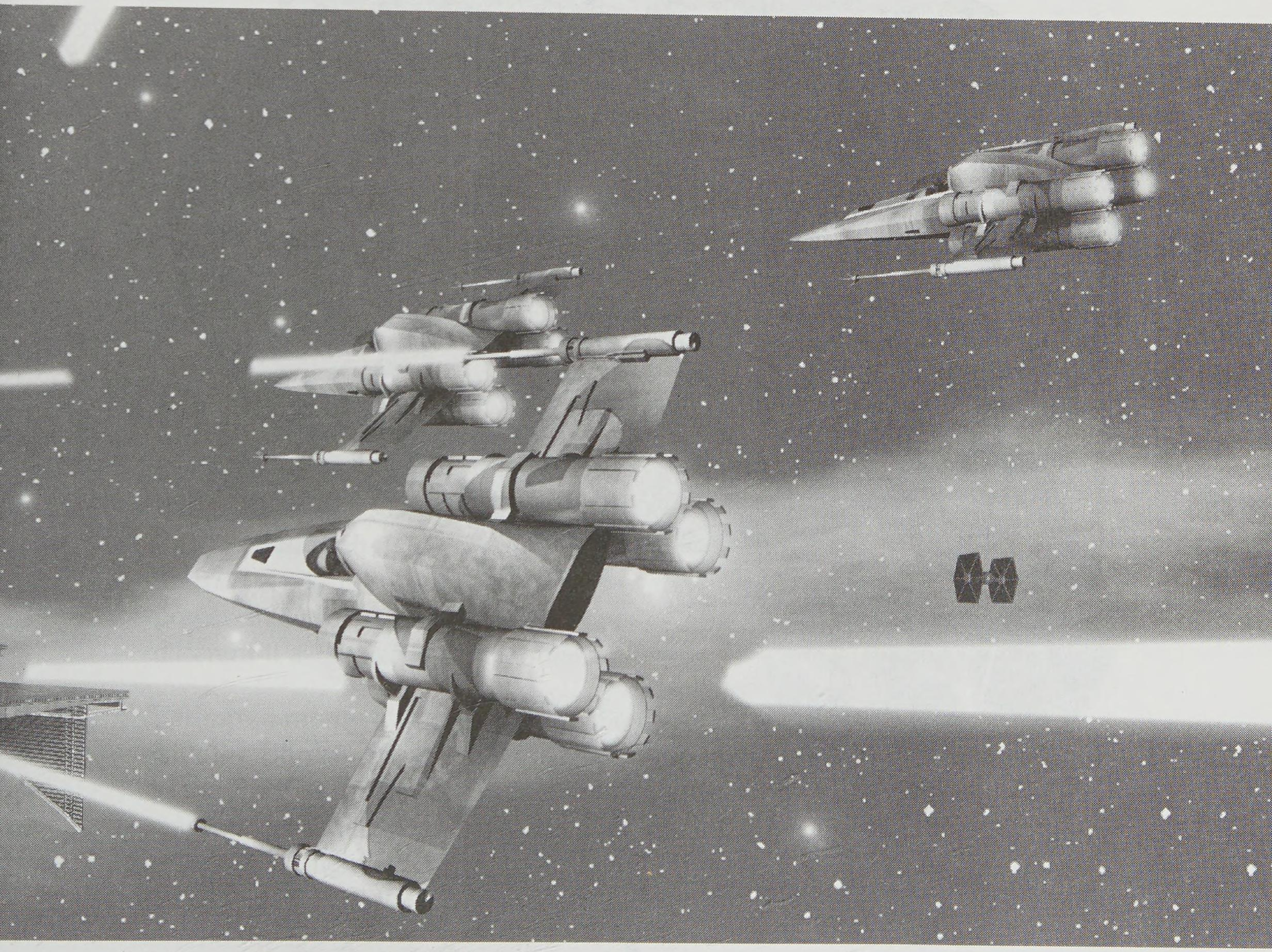
PART ONE

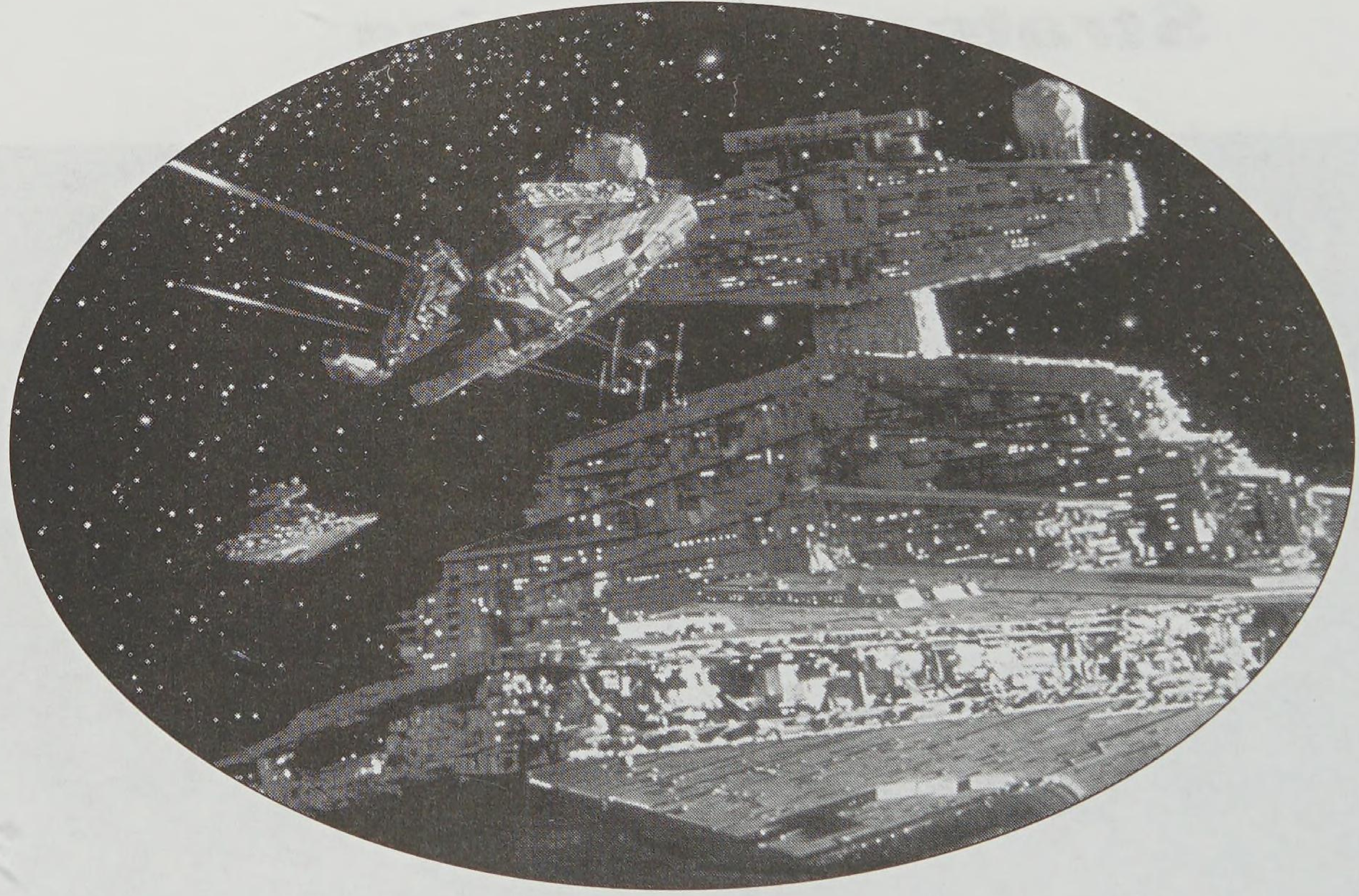
PART ONE



EARLY TRAINING

Strategy & Tactics



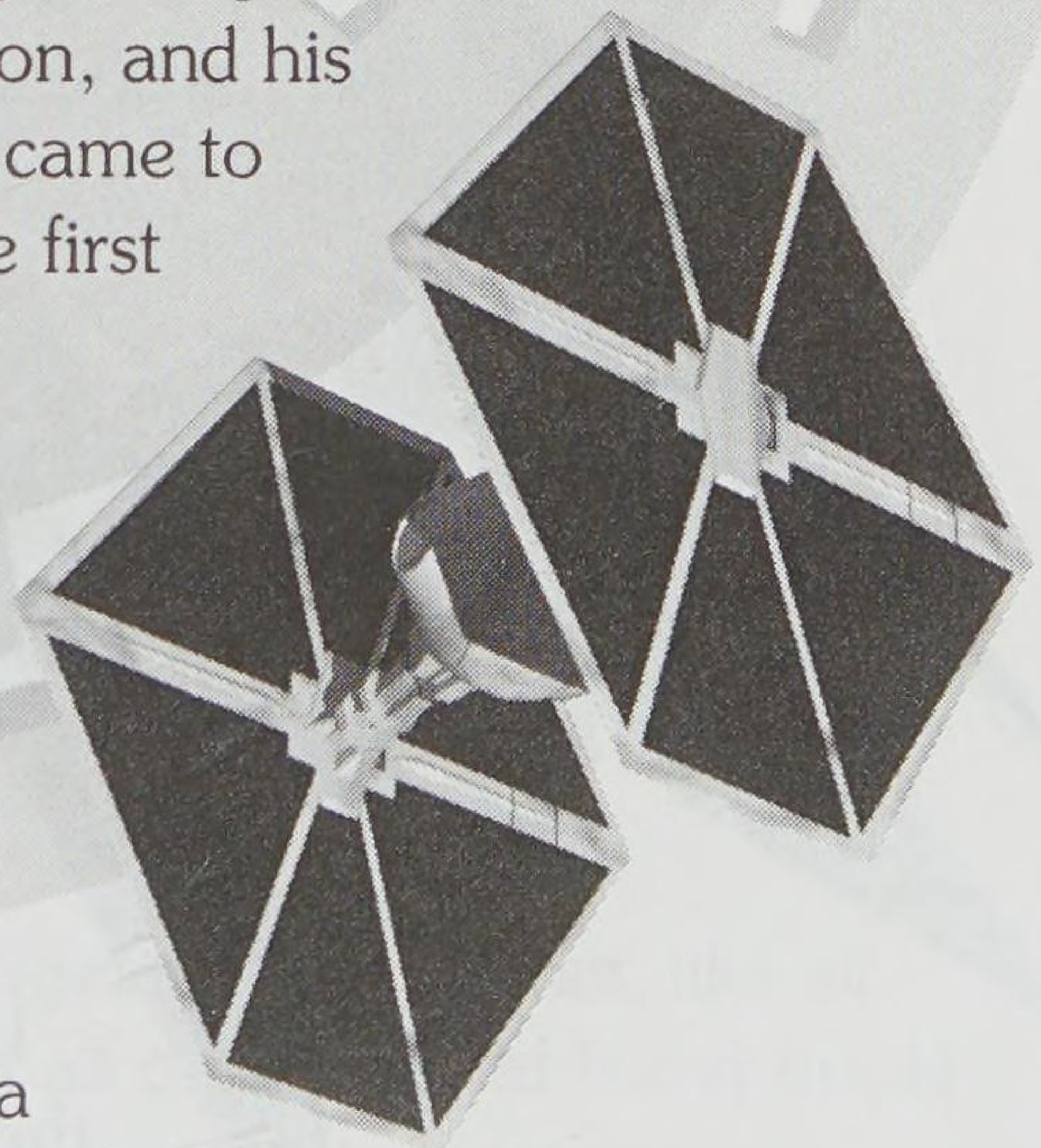


PART ONE

Early Training

Prologue

"Ten Hut!" The officer barked the order and Maarek Stele pulled back his shoulders and squared his chest. The officer pinned a medal onto Maarek's uniform, gave a salute — right hand against left breast — which Maarek returned, then swiveled as if on gimbals, striding off to pin another pilot. Maarek avoided thinking of Mordon, and his thoughts wandered. Ultimately a familiar image came to mind. It was the Star Destroyer *Vengeance*. The first time he had seen it, the Star Destroyer had seemed the symbol of a new life, and of the power and grandeur of the Empire. How different it all looked now. But then . . .



Perhaps a month had passed since the incident with the Bordali. He was still a civilian, working in the Repairs section of the Star Destroyer. It was his first shakedown flight, a chance to take a repaired TIE fighter on a test run "outside." He had

been learning the controls from the veterans in Repairs, and they liked him enough to give him a turn in the cockpit. In combat, the TIE fighters were ejected through an automated system, but in Repairs, they had to guide the craft through the hangar on repulsorlifts, then out the airlock on engine power. The fidgety repulsors on most TIE fighters made this maneuver difficult at best, but Maarek quite enjoyed the challenge. It reminded him of his early days racing swoops.

That first moment in the dark stillness of space, Maarek had gasped and his head reeled. Stretching off beyond sight and into the richness of his imagination, the galaxy spread out before him. To either side was a vast metal world. Though he had been aware that the *Vengeance* was an Imperial Star Destroyer, his mind had never reconciled its vastness with the idea of a space ship. Now, he felt compressed, a mote, a mere particle, and even the Star Destroyer, grand as it was, seemed momentarily bounded by its limited scope.

Soon the incomprehensibility of seeing space from the inside of a tiny starfighter forced Maarek to turn his attention reluctantly to something closer at hand — the *Vengeance*. It was then that the real immensity of the Star Destroyer reasserted itself in his mind.

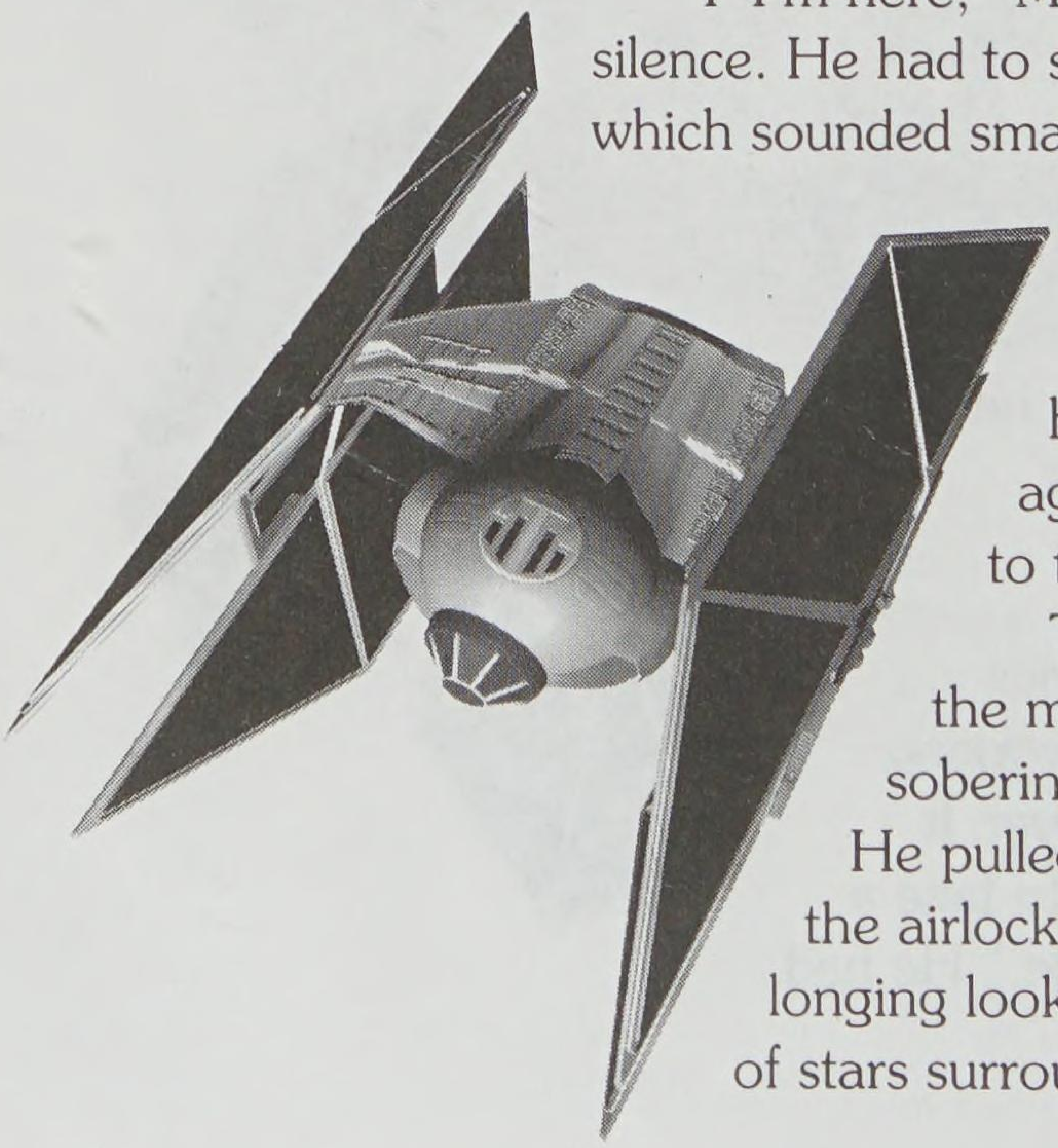
"This is Margoet. Stele? You there?"

The crackly voice blared in his ear, reproaching his almost spiritual awe.

"I- I'm here," Maarek replied after a moment of silence. He had to search for and finally activate his voice, which sounded small and distant.

"First time's a bit of a shocker, eh?" Margoet's voice was affable. "Sorry to cut you short, but the old tub's hyperspace warning came on a moment ago. Better come back in. It's a long ride to the nearest planetary base."

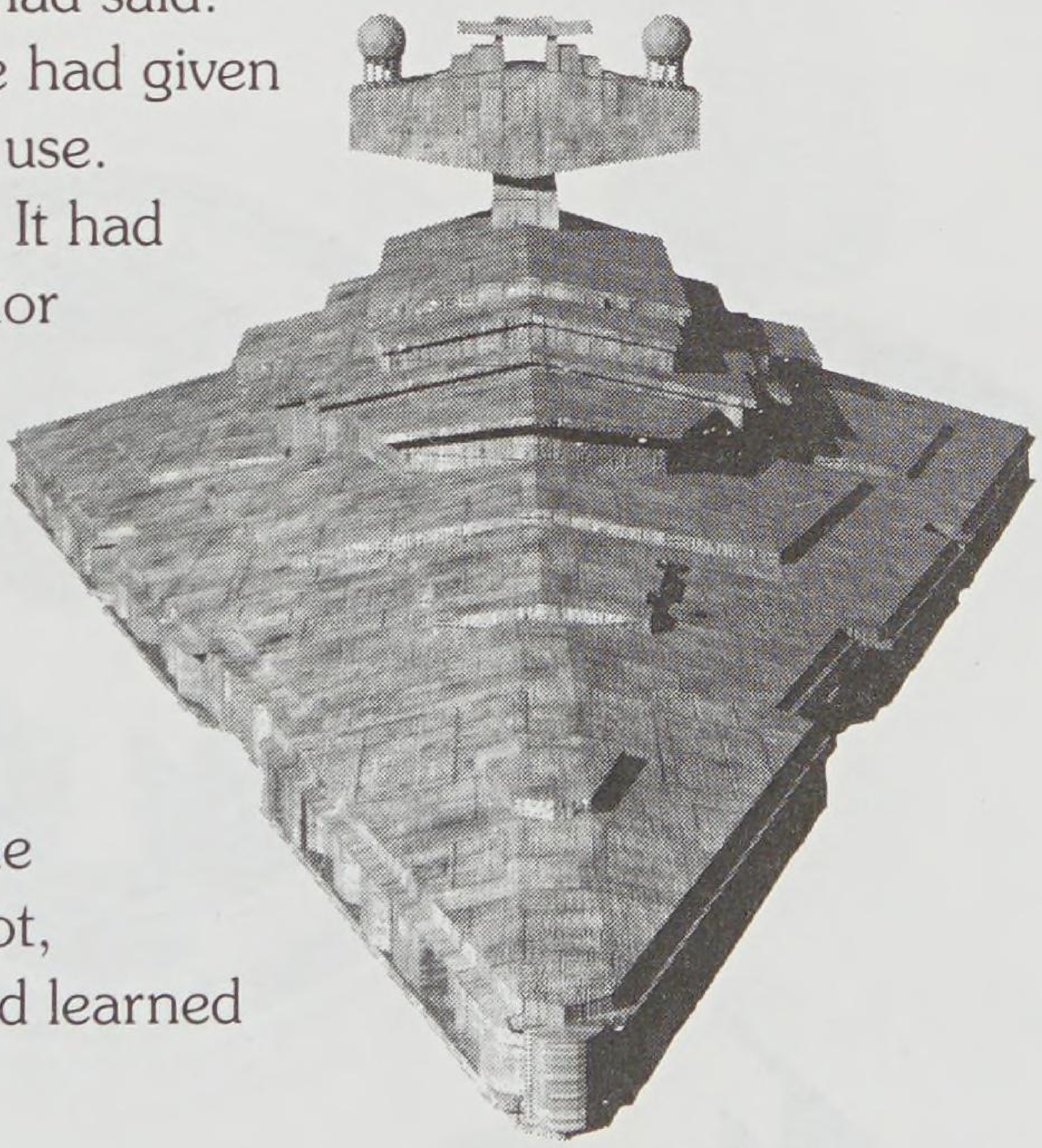
The thought of being stranded here in the middle of nothing at all was instantly sobering. Maarek snapped to full awareness. He pulled the T/F around and headed back to the airlock, but not without taking one last, longing look at the Star Destroyer and the tapestry of stars surrounding it.



If he had seen little of the outside of the Star Destroyer in his first month, he didn't get to see much of the inside of the huge ship, either. Most of it was restricted to military personnel, and whole sections were classified. What he had seen — the civilian barracks and supply centers, the repair hangars, and a few offices in Admin — had all reinforced the image that he was stationed on a military installation planetside. Only the fact that he had been told he was aboard a ship contradicted that impression, and he often had doubts that he was being told the truth.

For he had become aware that the Imperials were in many ways a haughty bunch, full of their own righteousness and superiority. He was sure they would not hesitate to tell a civilian conscript like himself any lie that furthered their own ends. Except for Admiral Mordon. Now there was an enigma. Mordon, the senior officer aboard the *Vengeance*, was in some ways the most human. He had obviously taken a liking to Maarek. But of course, that had come later, after Maarek had come to his aid during the Rebel attack.

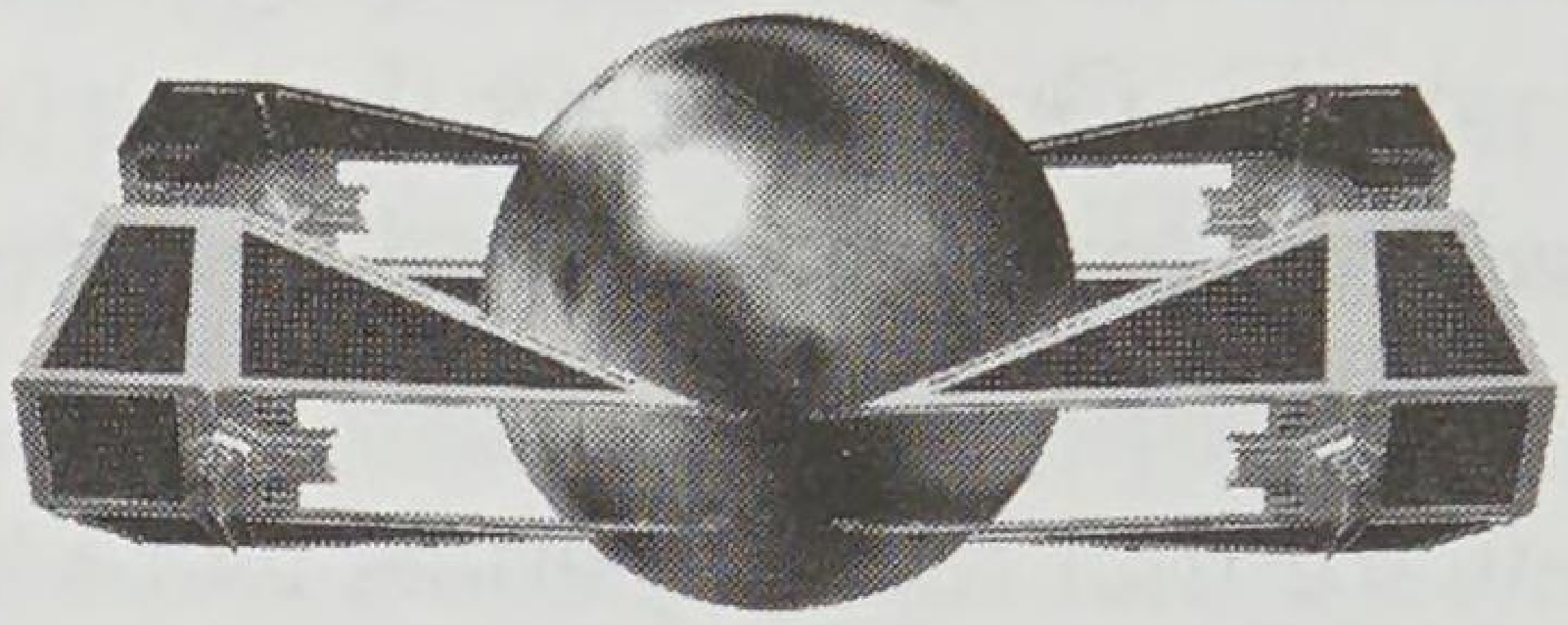
"Come see me any time," he had said. "My door is always open." And he had given Maarek the strangest password to use. *There's a fog over Celadon City.* It had struck Maarek as odd that the senior officer aboard so great a ship should bother with a lowly pilot, but in a short time, Maarek became a sort of surrogate son to the admiral, or so it seemed.

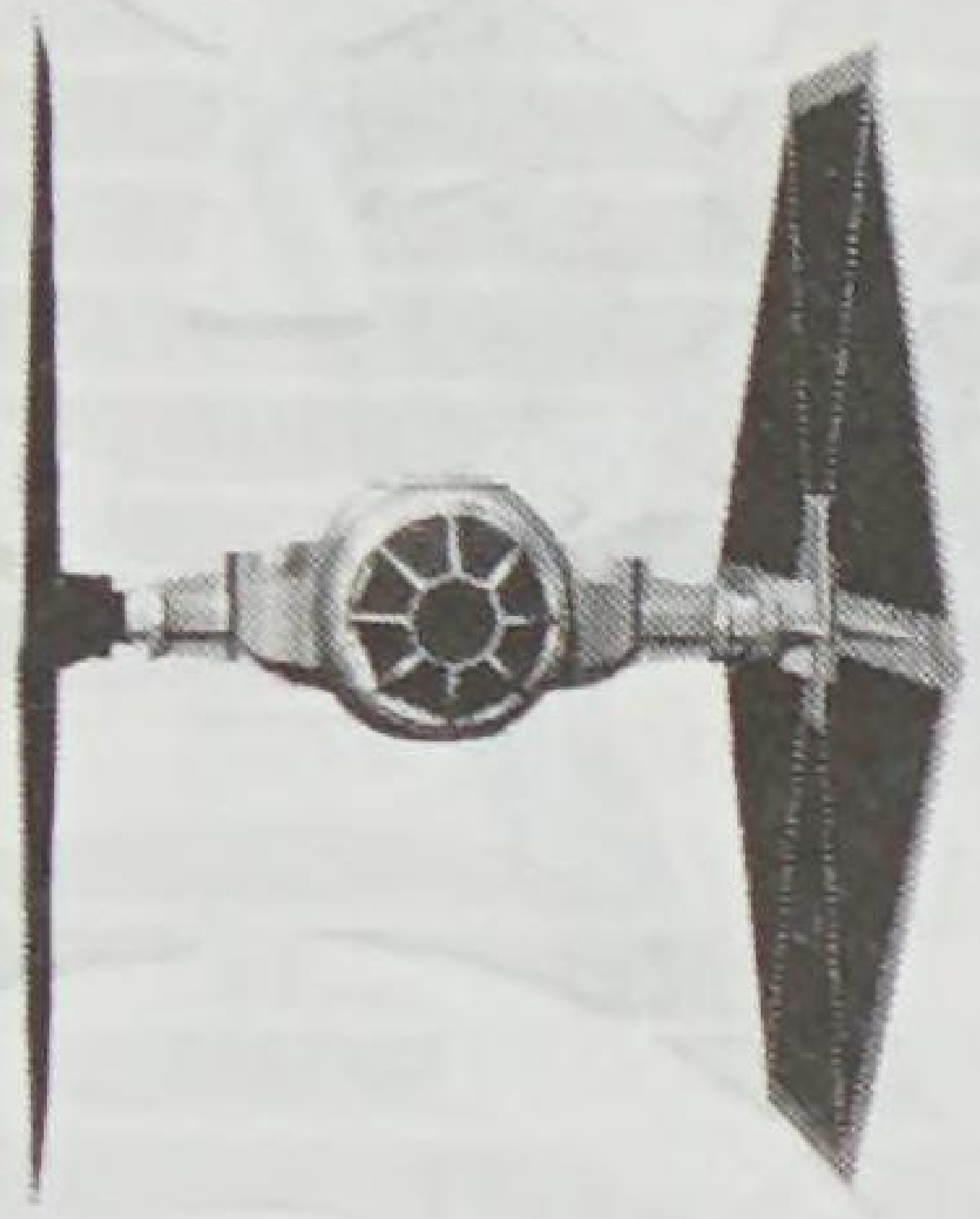


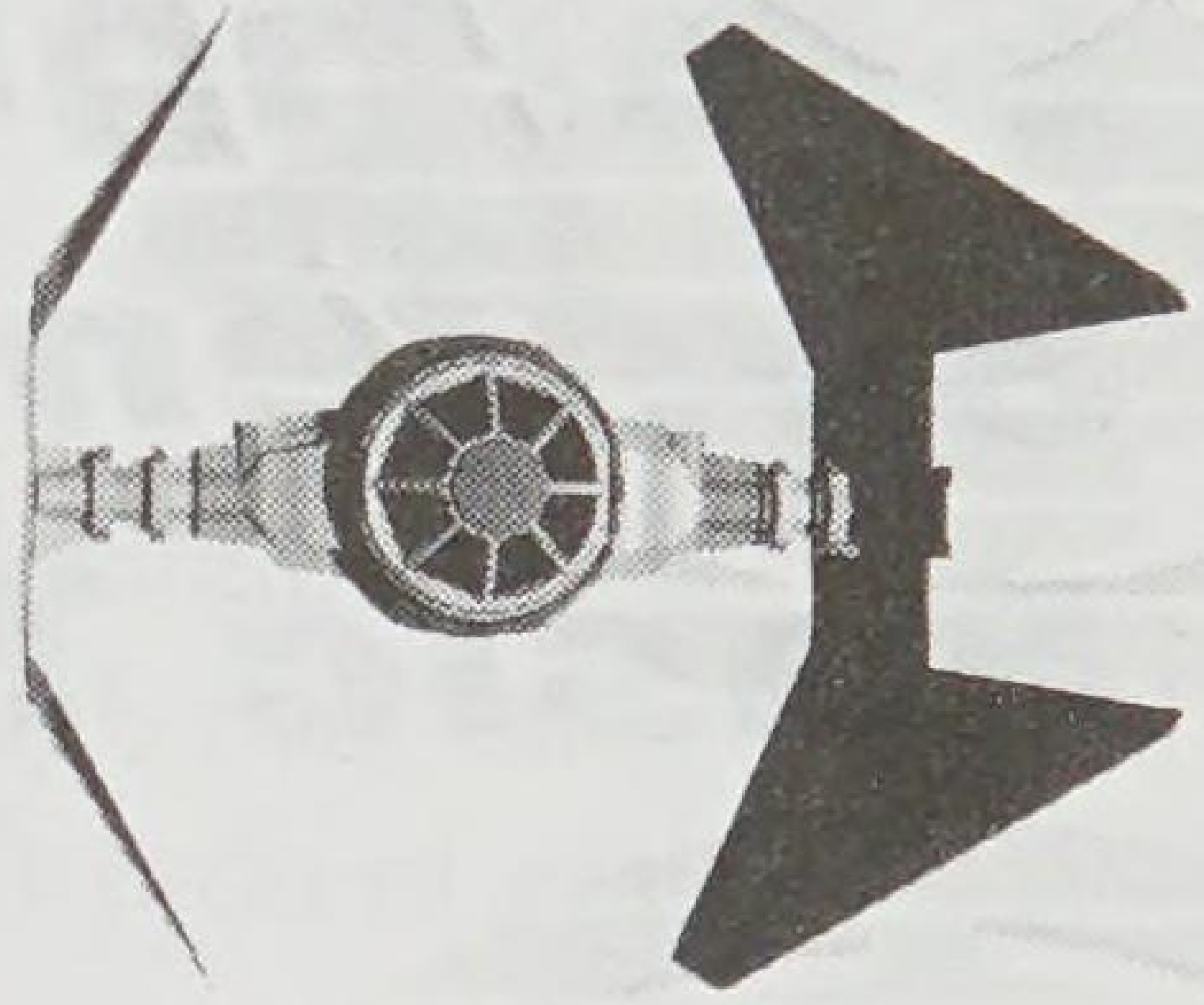
And here he was, receiving another medal for his service to the Empire. He had become a top pilot, fought in many battles. And he had learned that all is not as it seems.

Early Training

Maarek began his pilot's training aboard the *Vengeance*. Of course, like all new pilot trainees, he had a lot to learn, and not all of it involved being inside the cockpit of a starfighter. On his first day back from boot camp, he was handed several holos and told to be sure he was familiar with them. Once he had found his new quarters in the pilot's wing of the great Star Destroyer, Maarek had popped in the holo. He studied it until his eyes grew heavy and he slept dreamlessly.



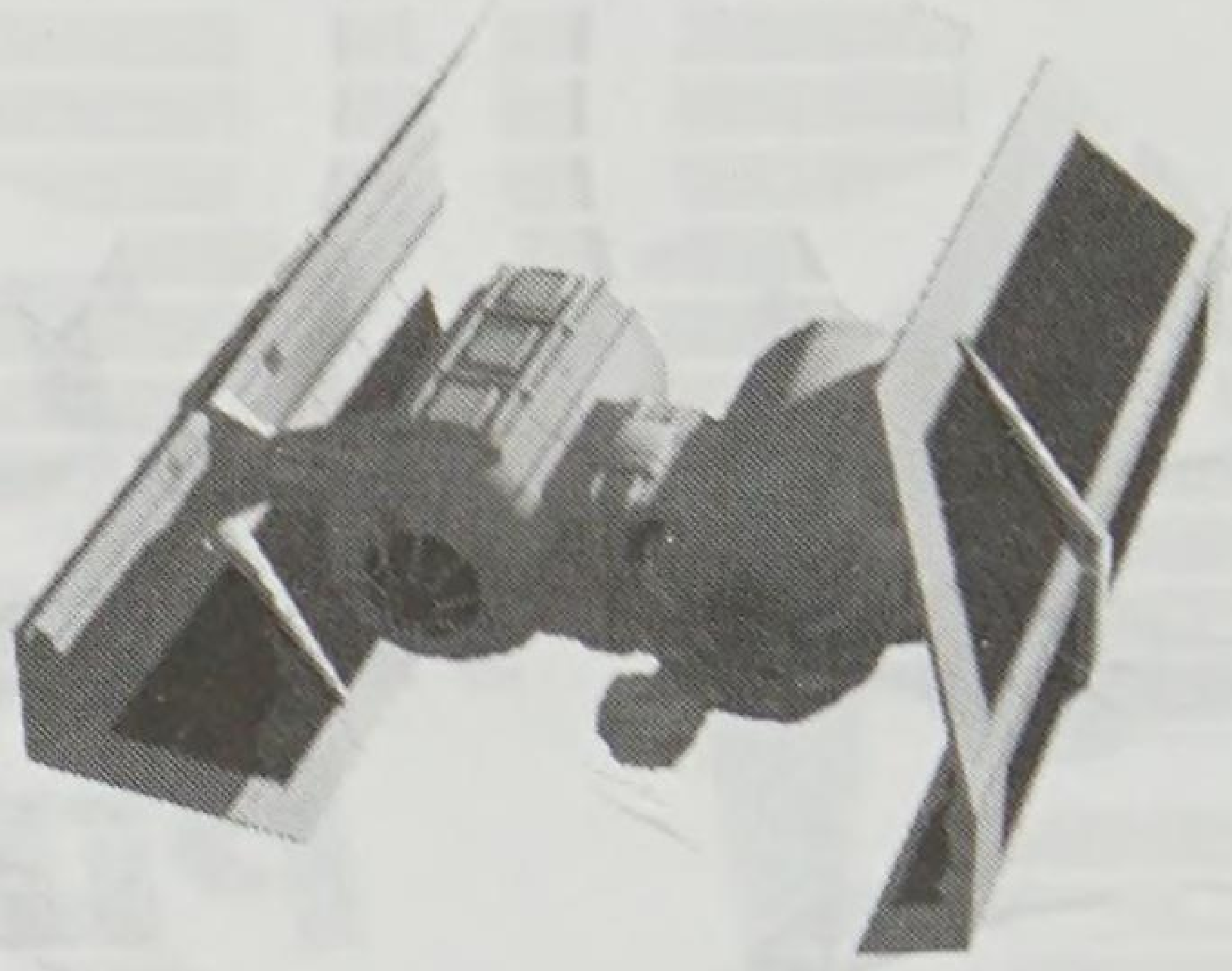




The Imperial Pilot's Handbook

BASIC PILOT'S MANUAL

Starfighter Systems and Basic Tactics

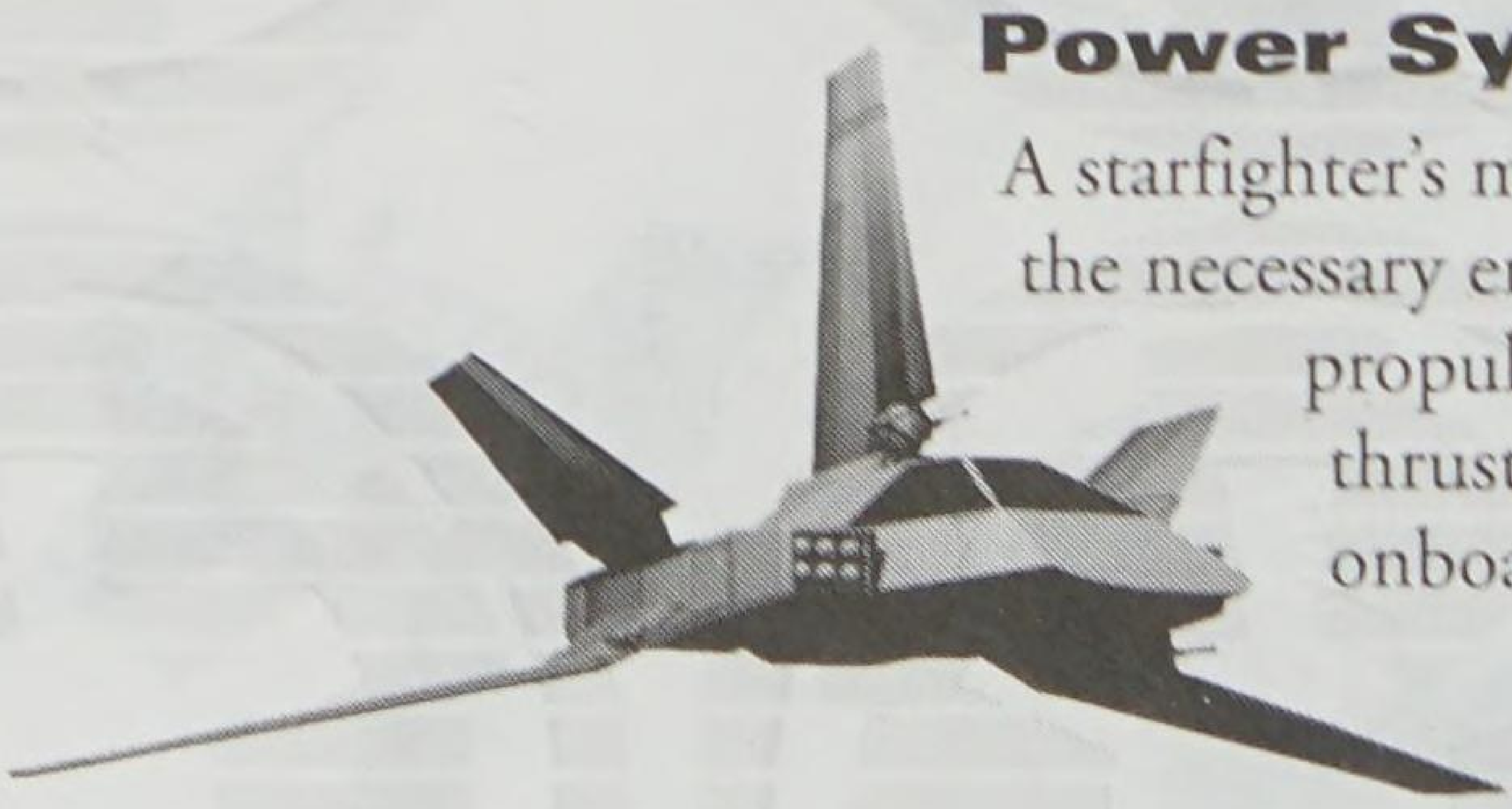


All Imperial pilot trainees must study the data contained in this document. This information is essential and will familiarize you with the basic systems common to all Imperial starfighters and how to use them. Read this section carefully before reporting to your first assignment. You will not be allowed into the simulators until you have demonstrated a thorough knowledge of these systems.

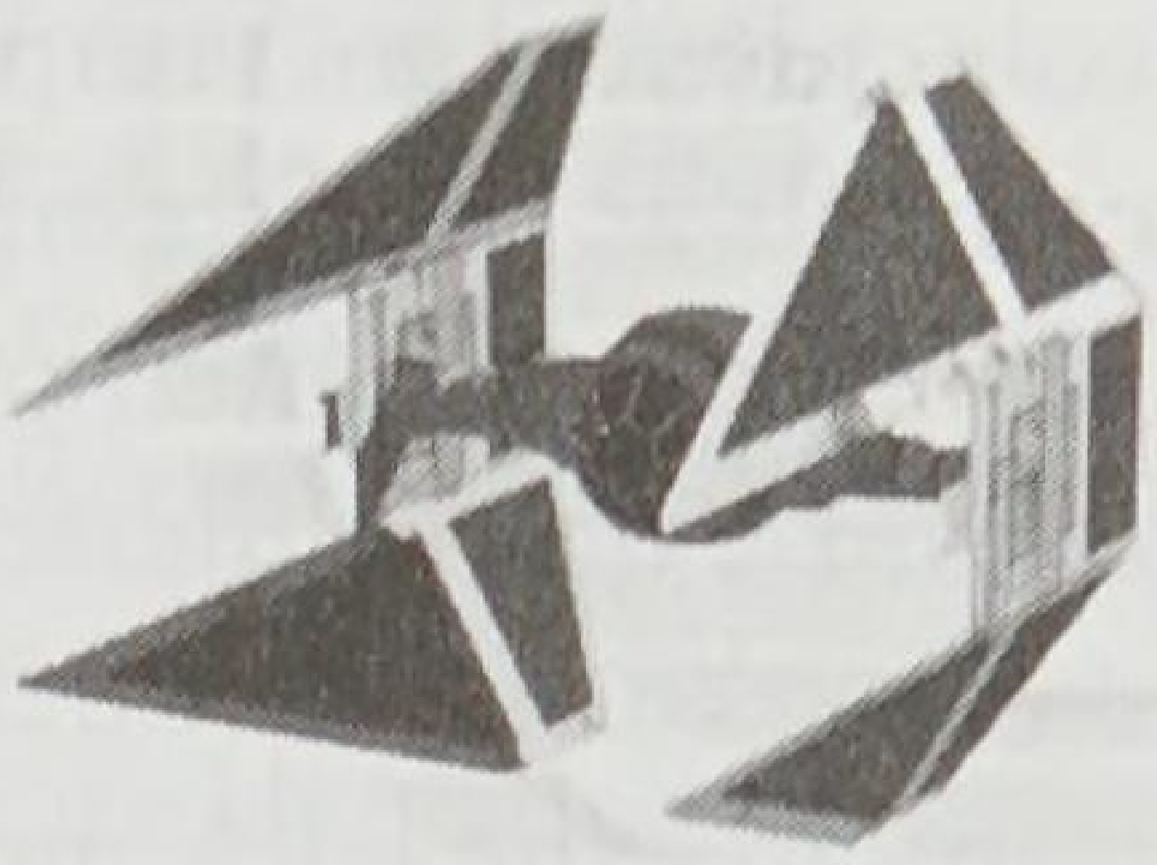
Introduction

The Imperial starfighter is, kilo for kilo, the most powerful and the most destructive weapons platform ever developed. When you take the controls of a starfighter, you must master power, speed, and maneuverability unlike anything you've experienced before. But even a weapon as deadly as a starfighter is only a small part of the Imperial plan. The real strength and power you will control is the power to follow orders and work effectively as a unit. Don't ever forget this. Your role is to follow your leader and to serve the glory of the Empire and the Emperor. When you have gained experience, you will lead others. Remember, in discipline and order, there is strength. You must learn a new language, a new way of thinking, or you will soon be dead. Pay attention to your instructors. The information they pass on to you may be your only hope of survival.

Power Systems



A starfighter's main generator system provides the necessary energy to drive the forward propulsion engines, the flight control thrustor jets, the deflector shields, the onboard computer systems, and the weapon systems. Some starfighters carry backup



generators, but these will only maintain life support and other systems at reduced power.

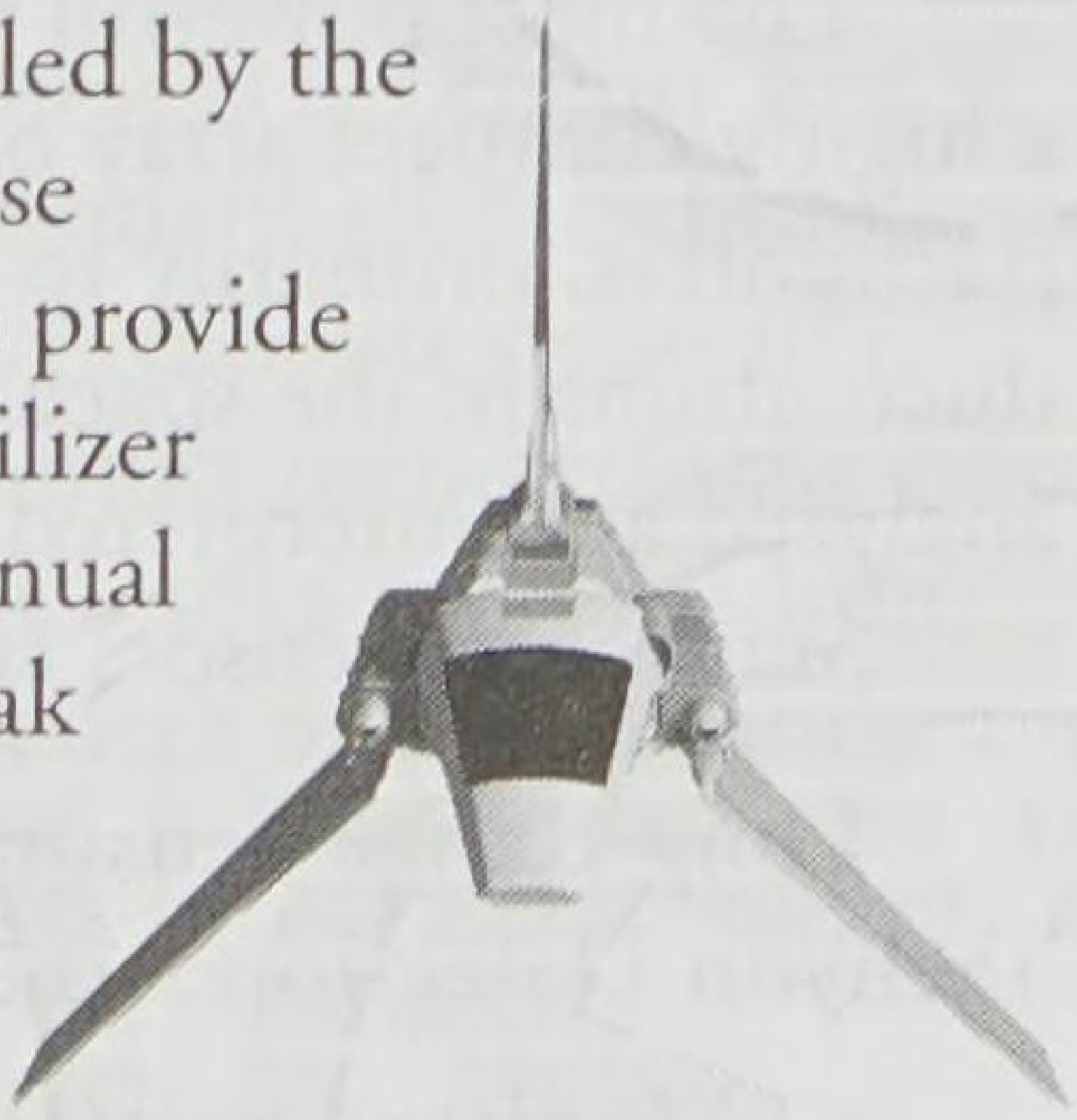
Imperial starfighters are powered by the Twin Ion Engines. This is why they are called TIE fighters. In a Twin Ion Engine, ionized gasses are accelerated to a substantial fraction of lightspeed in microparticle accelerators. Propulsion is achieved by expelling these accelerated gasses from propulsion vents in the rear of the craft. Although they carry a limited amount of fuel, TIE fighters are very efficient, keeping their ratio of available thrust to mass very high.

During combat, each pilot must choose the proper mix of power distribution. For instance, on vehicles with shield systems, power can be diverted from the engines to maximize shield strength or to increase power to the weapon systems. However, such a decision results in slower speed and reduced performance. On the other hand, in a tight spot a pilot may choose to divert all power to the engines. This often results in a turbo effect which boosts speed beyond ordinary limits. In this configuration, shields will steadily drain, leaving you vulnerable to any attack.

Flight Control

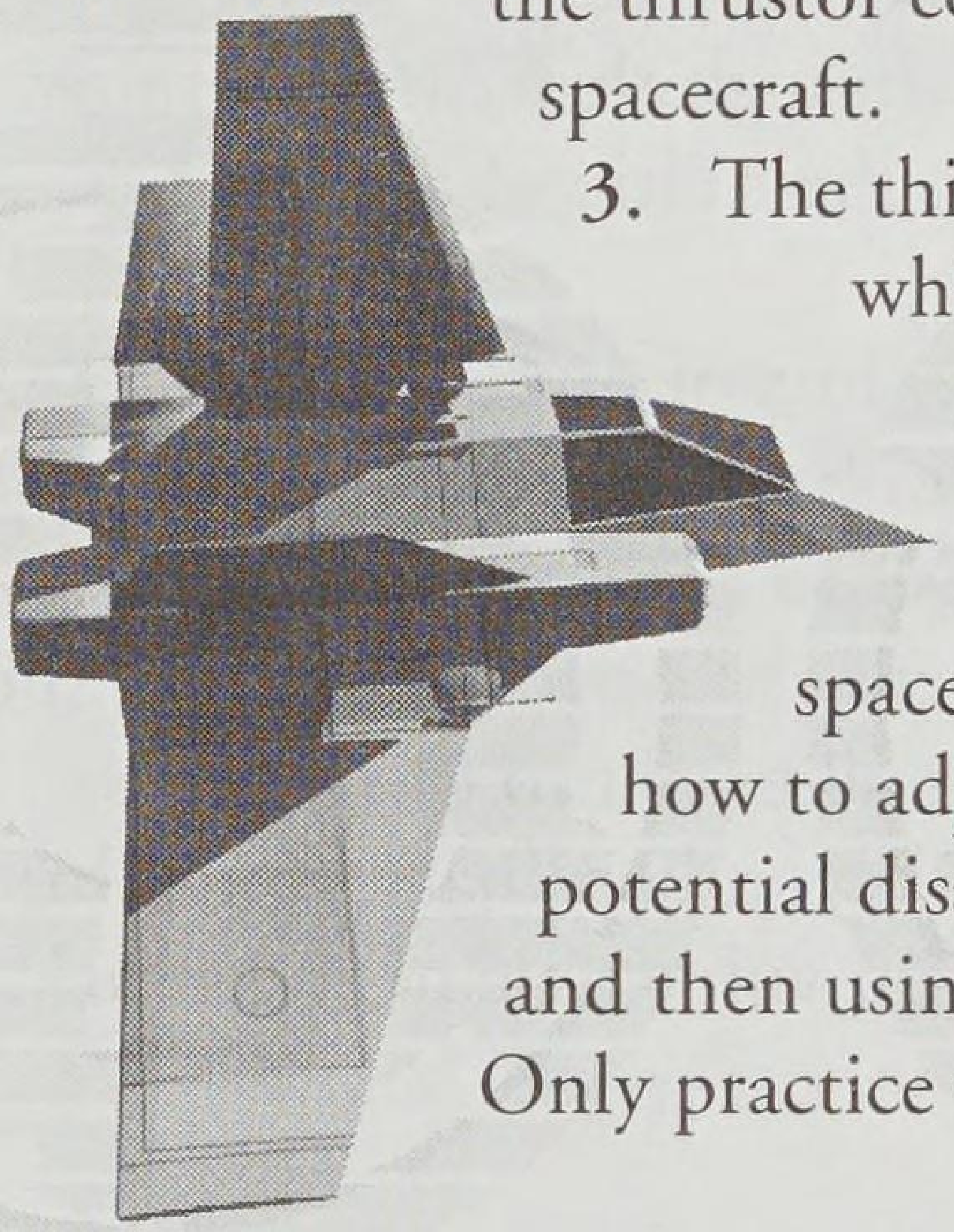
In addition to the main propulsion engines that provide the starfighter's forward thrust, there are a number of small thrustor jets that are linked to provide fluid and versatile maneuvering in space or in atmospheric flight. There are three main systems of flight control:

1. The repulsorlift generators are used when docking or during planetside takeoffs or landings. However, when operating from large starships and their crowded hangar bays, tractor beams or mechanized docking assemblies generally move small ships (including starfighters) until they are clear of the launch area. Once a starfighter is safely out in space, the pilot regains complete control of his or her spacecraft.
2. In most other circumstances maneuvering is controlled by the main thrustor jets by means of the cockpit controls. These controls are linked through an onboard nav computer to provide automatic synchronization of directional thrust and stabilizer jets. The result is a smooth turning radius. There are manual overrides, but these are only used if all other systems break down.



Starfighter controls operate very much like the controls of aircraft in atmospheric flight. This is no coincidence, and Imperial engineers have determined the efficiency of keeping controls as consistent as possible across all craft, whether planetary or spaceborne.

In a starfighter, pulling back or pushing forward on the flight stick pitches the nose of the 'fighter up and down, while moving back and forth causes the craft to turn. Technically this is accomplished by the flight control system which translates the stick movements into a carefully coordinated series of bursts from the thrustor control jets mounted in the wings and fuselage of the spacecraft.



3. The third control system involves the axial roll thrustor jets which temporarily override the main thrustor control jets and allow a pilot to change the attitude of a starfighter without changing its direction of movement. Axial roll is often needed to orient one spacecraft to another. It is also very important to know how to adjust your axial roll in combat. Often a pilot can turn a potential disaster into a victory by simply rolling to a new attitude and then using main thrustors to come around on an enemy craft. Only practice will teach you this skill.

Sensor Systems

Sensors are devices whose purpose is to detect and analyze environmental phenomena. These may include light, sound, electromagnetic disturbances, motion and vibration, gravitational fluctuations, heat, pressure, trace chemicals, nuclear and magnetic fields, and even other sensors. Technically, anything that allows you to perceive more of what's going on around you could be considered a sensor—even a pair of field glasses! However, when we refer to sensors in starfighters, we are referring to specific, complex arrays of highly sophisticated data-gathering and analysis devices that work in conjunction with your onboard computer systems.

The most powerful sensors are too large to be carried aboard a starfighter, but a highly compact array of complex equipment is provided on many Imperial starfighters, primarily to detect and analyze a variety of transmissions and fluctuations in the space around the craft. Fortunately, this information is analyzed and interpreted by your onboard computer or cockpit threat display.

Starfighter sensors fall into two general categories:

1. **Long-Range Sensors are grouped into a single unit called the Phased Tachyon Detection Array.**
    - Monitors craft/object locations.

- Monitors craft/object type or identification (limited at long range).

Normal commercial traffic transmits ID codes on normal comm channels. Military craft suppress this transmission, but friendly craft transmit special codes on secure channels. Our sensors can usually identify friendly craft as well as enemy military vehicles and ordinary commercial spacecraft. Some readouts feature a color-coding system to identify friendly, enemy, neutral, or unidentified craft.

- Monitors craft flight characteristics and telemetry information used by the weapon tracking computer for laser targeting and missile locking. The sensors work together with the targeting computer to calculate trajectories of warhead flight paths.
- Monitors enemy craft threat status, providing warning if an enemy is using targeting computers to track and/or lock onto your craft.

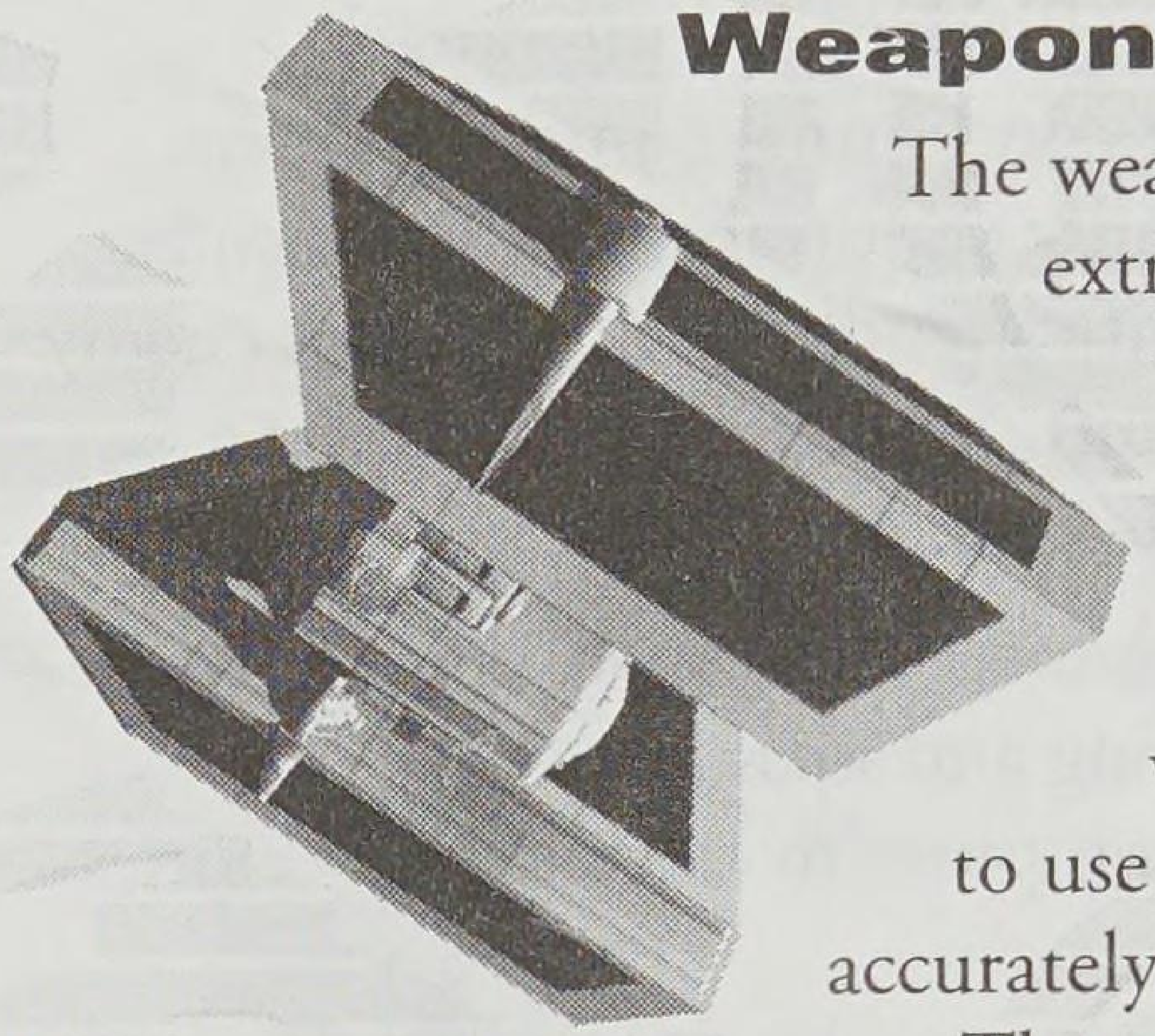
Our threat display sensors are very sophisticated and can provide information about another craft's current orders or behavior, even what that craft is currently targetting. This sensor information also feeds directly into the In-Flight Map.

Sensor Identification Chart

Red = Imperial Craft
Green = Rebel Craft
Purple or Blue = Neutral Craft
Yellow = Warheads
White = Mines, Probes, Satellites, etc.

2. **Short-Range Sensors are grouped into the Primary Threat Analysis Grid.**
   - Limited analysis of cargo and/or life forms aboard another craft.

Your sensor readouts are your eyes in space. You must check your sensor readouts frequently. Don't ever forget this. The pilot who sees his enemy first is usually the pilot who survives. Most starfighters carry standard all-directional long-range and short-range sensor units. Forward and aft readouts show all nearby activity unless another ship is jamming the sensors. You must memorize the color chart. Always know your position and that of your flight leader and squadron. Know your enemy's position. Be ready to follow your leader's orders instantly and without question.



Weapons

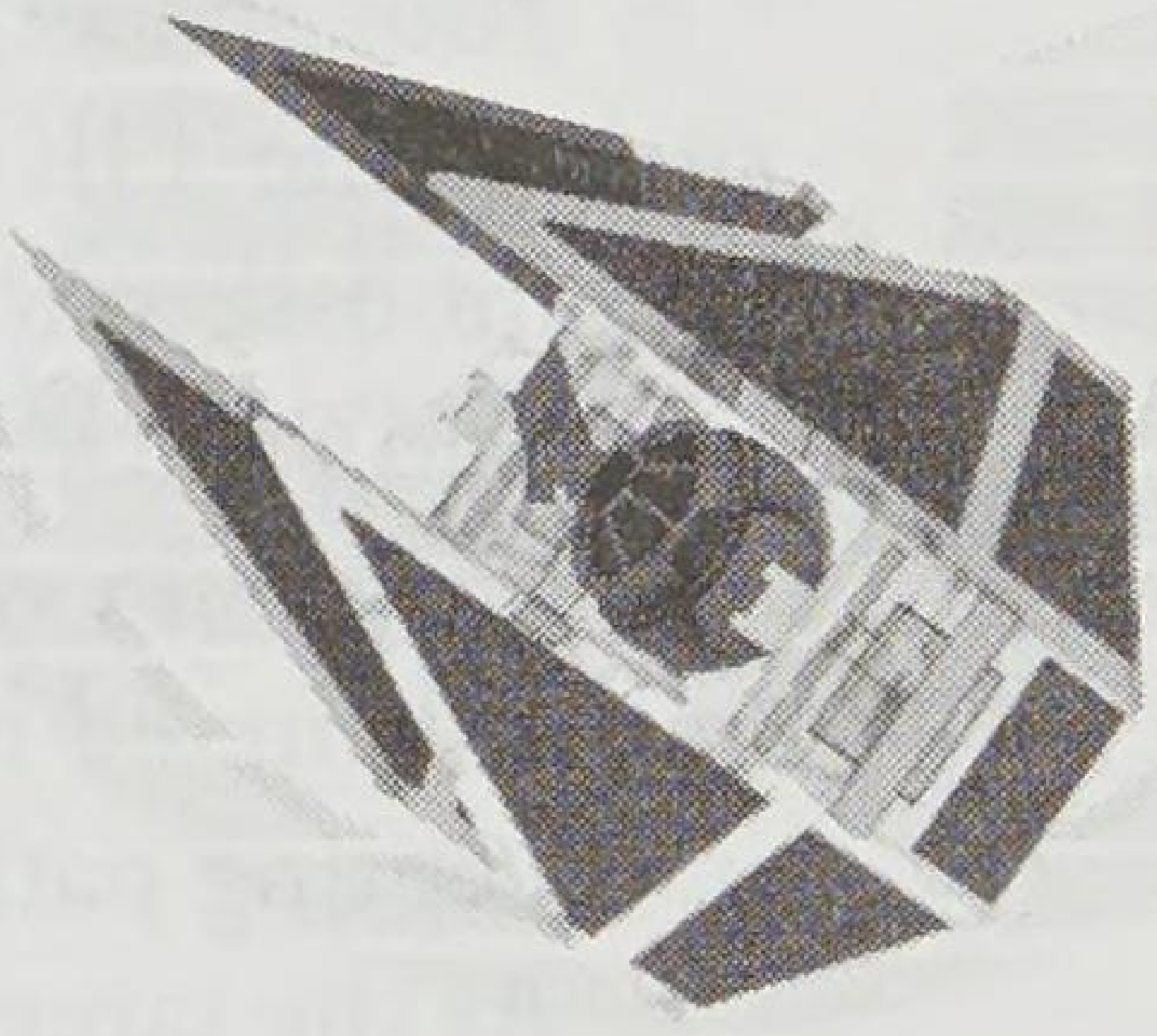
The weapons systems aboard an Imperial starfighter are extremely powerful. No doubt you'll be impressed with their destructive potential. When used in conjunction with the onboard targeting computer, they make a lethal combination. But as powerful as they are, your enemy will have weapons of equal or possibly greater power. Learn to use your weapons effectively, sparingly, and accurately.

There are two classes of weapons:

1. **Line of sight energy weapons and particle beams**
    - **Laser cannons** are the most common starfighter weapons. Their highly focused bursts of energy can inflict great damage. They are fired at very high velocity on a straight path. Laser cannons may be fired in rapid bursts, though a small delay is required to cool the laser beam focusing barrel. This weapon is powered by the ship's main power generator. Continuous firing will drain the laser power cells and your weapons may take some time to recharge. Your laser cannon can be fired singly or fire-linked for maximum spread and power. However, recharge times are greater when weapons are fire-linked. Adjusting more power to the weapon systems will reduce recharging time, but at the cost of either shields, engines, or both.
    - **Ion cannons** are specialized weapons requiring a larger power plant than laser cannons. Ion cannons shoot bursts of high-energy ionized particles which do not destroy enemy craft, but disable the electronics and machinery of the target. Ion cannons are useful for missions in which boarding an enemy craft, or capturing it intact, are required. Ion cannons require even more energy than laser cannons, and consequently can drain the power cells even more quickly and may need longer to recharge. Like laser cannons, ion cannons can be fire-linked for more concentrated power. They are rarely fired singly, however. Most often your ion cannons will be linked in pairs.
2. Warhead-carrying homing projectiles
    - **Concussion missiles** are fast homing projectiles that carry a small warhead. Though not very powerful, they pack enough power to destroy a starfighter and damage a medium-size craft. Their onboard electronic

guidance systems are sophisticated enough to track and home in on even the most evasive target, once the targeting lock has been achieved. They are also useful for taking out the gun batteries of larger ships.

- **Advanced concussion missiles** are faster, carry a bigger warhead, and have superior homing capabilities.
- **Proton torpedoes** are slower-moving and much larger than concussion missiles. They also carry a much more destructive payload. Because they are slower and carry less sophisticated guidance systems, they are usually most effective against ground targets or larger, slower ships.
- **Advanced torpedoes** are faster, carry a bigger warhead, and have superior homing capabilities.
- **Heavy rockets** are slower than torpedoes and have poor homing capabilities, but they carry a very big warhead. Pound per pound, heavy rockets may be the most destructive weapon available.
- **Space bombs** are almost all warhead. These powerful weapons are quite heavy and carry minimal propulsion and homing circuitry. They are best employed at point blank range if a craft is moving at any significant speed.

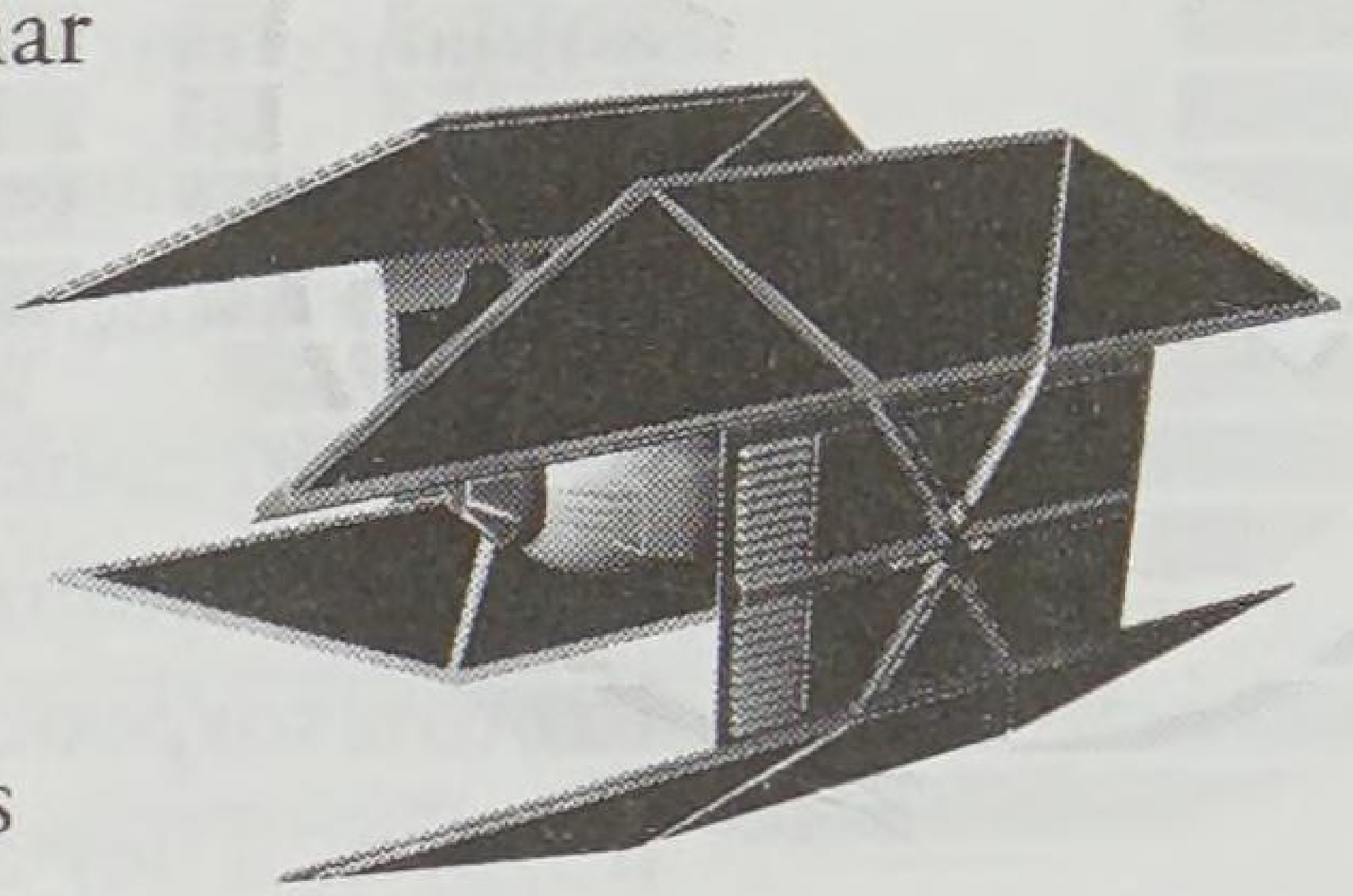


- **Mag Pulse** is a special experimental homing missile with the capability of disabling spacecraft systems, especially weapon systems.

3. Beam weapons
    - **Tractor beams** currently require too much power to be practical aboard a starfighter, but prototypes are already in testing, so it is very possible that a practical tractor beam system could be developed in the foreseeable future for incorporation in Imperial starfighters. Its primary use would be to inhibit the maneuverability of the targeted craft.
    - **Jamming beams** are still in the theoretical stages, but the intent is to disrupt the targeted craft's own targeting system, thereby rendering its weapon systems useless.
    - **Decoy beams** have been suggested, but there is no way to know if they will work, or if they will actually be developed.

Targeting Systems

In older starfighter models, pilots were required to target their main cannons by eye with the help of a crude sight. Recent innovations in target acquisition have



culminated in the development of various models of Sienar Fleet Systems' Navcom computer targeting system. These new systems allow our pilots to lock onto one or more targets. The heads-up display (HUD) illuminates the target and then "lights up" the gunsight when the correct firing angle is achieved. With the exception of a few "old guard" veterans, our pilots universally praise this new targeting system. However, we do recommend that new pilots spend some of their simulator time with the system turned off. In real combat, you may have only a split second to get a shot off. Developing good deflection shooting skill will only maximize your opportunity to deliver death and destruction to our enemies.

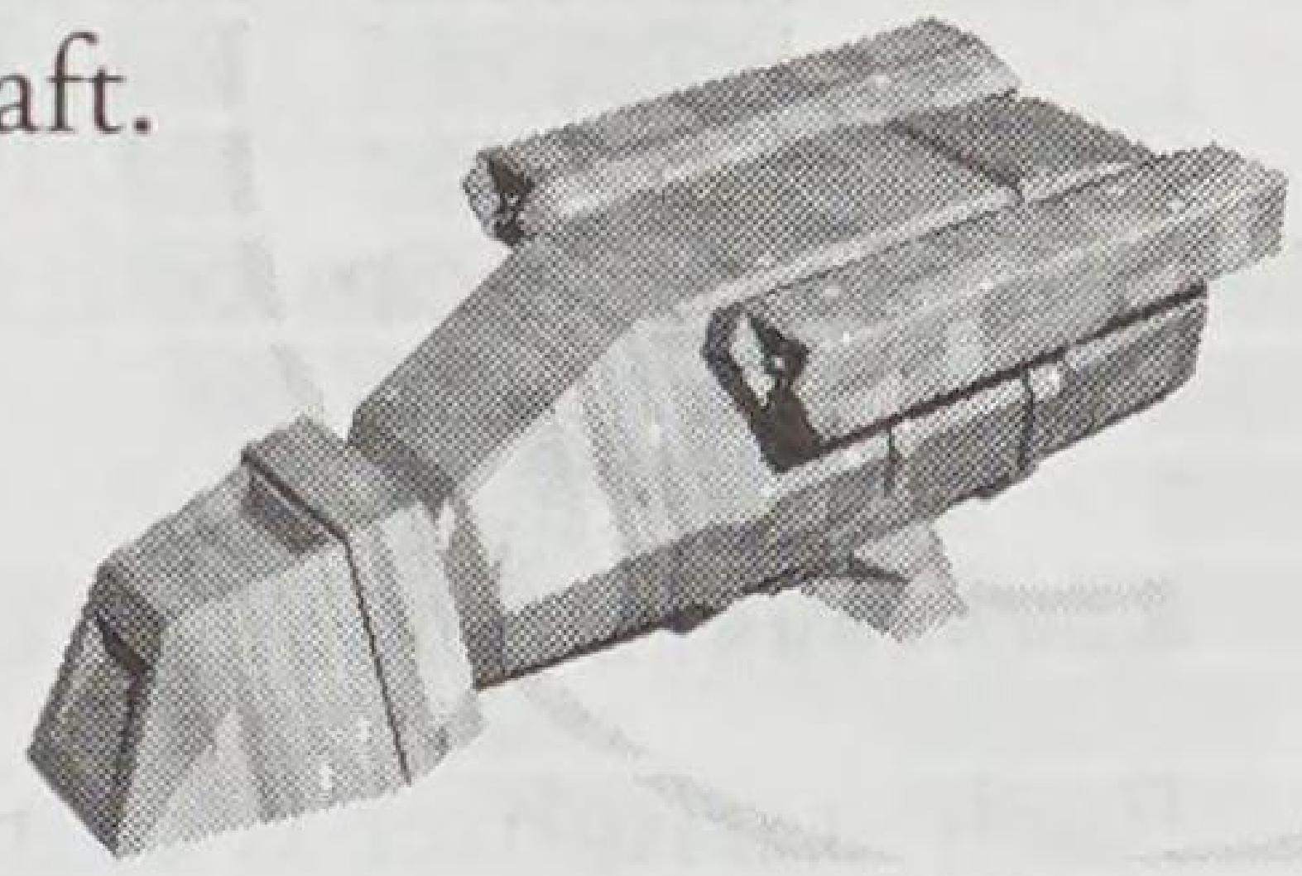
Your spacecraft may be armed with a variety of warheads — even older craft such as the TIE fighter or the newer TIE Interceptor are often "field" modified to accomodate warhead launchers. A positive lock is required to maximize a warhead's tracking ability. Otherwise, you may as well fire blindly! You will use your targeting system to determine when to fire. The longer you can keep your target centered in your sights, the more effectively the computer can plot an intercepting path.

As the targeting computer is locking onto the target, it downloads the appropriate electronic emissions signature to the warhead's onboard homing systems. The targeting box turns yellow and a pulsing tone is heard. Once the telemetry has been completed, your targeting box will turn red. You may fire as long as the lock remains on. Once fired, the missile or torpedo will follow the electronic signature of its target. In battle, you won't get many chances, so make them count. In some cases, you may be able to call in a supply ship to reload your missile or torpedo bays. Use discretion when ordering such a reload mission. You may jeopardize your own safety and that of the supply ship.

Defense Systems

The best defense is a strong offense. Our vast wings of TIE fighters easily overwhelm our enemies, and resistance is rare and often futile. On early TIE fighters, in the interests of speed and maneuverability, shields were omitted. Although the TIE fighter is, therefore, somewhat vulnerable, its speed makes up for that.

Later TIE starfighters have benefitted from improvements in starfighter design and efficiency. Craft like the TIE Advanced achieve superior performance with the addition of powerful shields. Other craft under development will achieve even greater results.



There are two kinds of shields—particle and ray/energy—and both are required to protect your spacecraft. Particle shields protect against missiles and other physical objects such as small meteorites. Ray/energy shields protect against lasers and other energy beams, and require more energy output than particle shields.

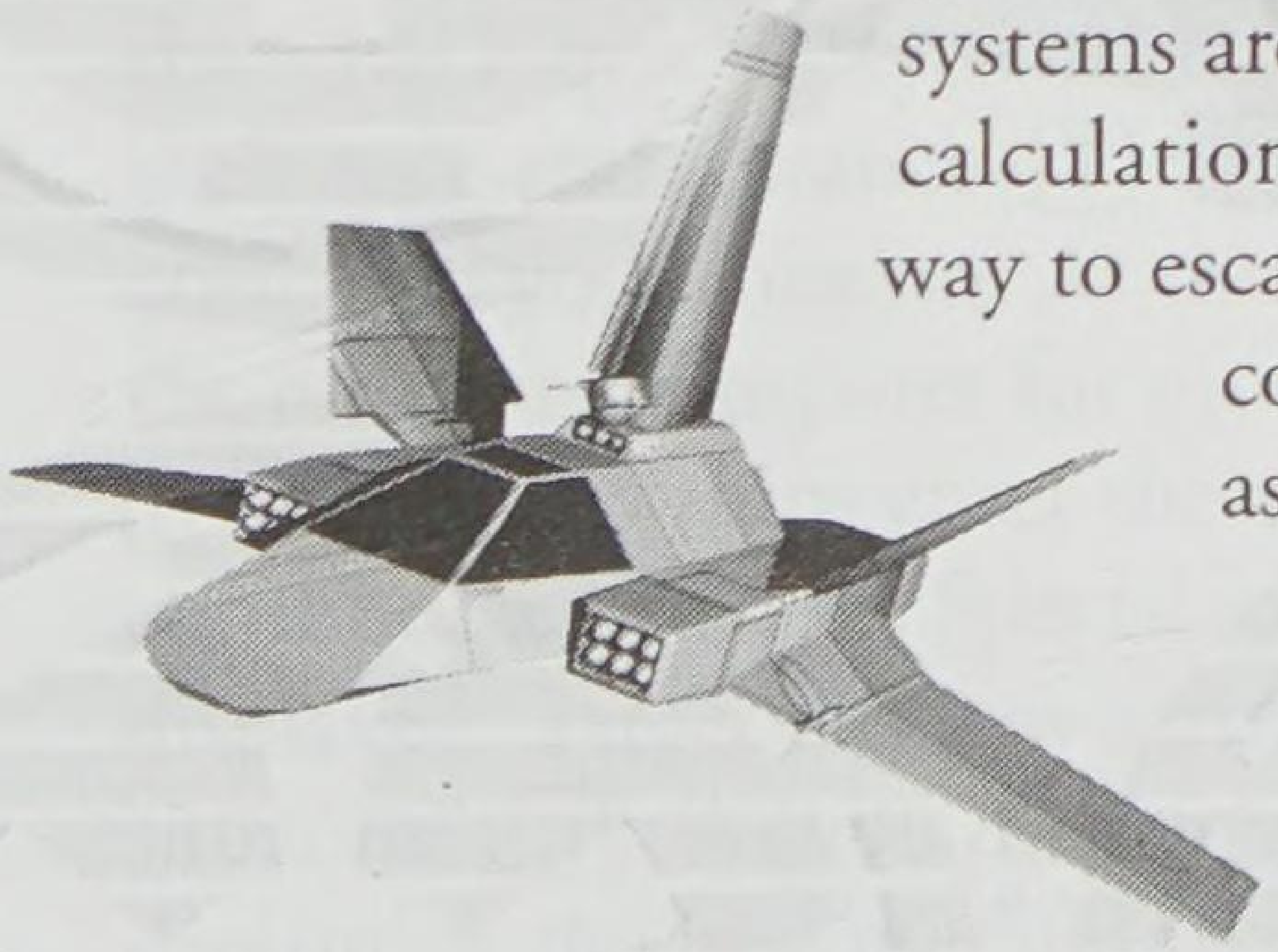
There is very little you can do about the armored hull of your starfighter, but shields are very much your responsibility. You may increase or decrease power to shields as well as adjust them to forward, aft, or overall coverage. Shield direction can be adjusted almost instantly, and there will be times when you will need to protect your ship from heavy front or rear attacks. Remember, rotating shields forward provides double protection from the front, but leaves the rear of the craft unshielded. You must know where the enemy is at all times.

Shields become depleted after repeated hits, but will recharge if given time. In an emergency, you may apply more energy to the shields. This will reduce the time needed to fully recharge them—however, engine performance and weapon recharging rates will suffer.

Navigation

The hyperdrive is one of those scientific miracles that only a few claim to understand, but it has become the mainstay of galactic commerce and transportation. Each point in real space has its equivalent point in hyperspace, and this point's location relative to a real space location can be calculated. Using powerful and efficient fusion generators, the hyperdrive engine hurls a spacecraft into hyperspace to a location calculated by the astrogation computers.

All navigation aboard an Imperial starfighter is handled by the on-board nav computer. Astronavigation is impossible without powerful computing capabilities, and even with an advanced nav computer, most systems are put on minimum power while hyperspace calculations are made. Although hyperspace jumping is one way to escape a losing contest, remember that your targeting computer system will be inoperative while astrocalculation is taking place.



Damage Control Systems

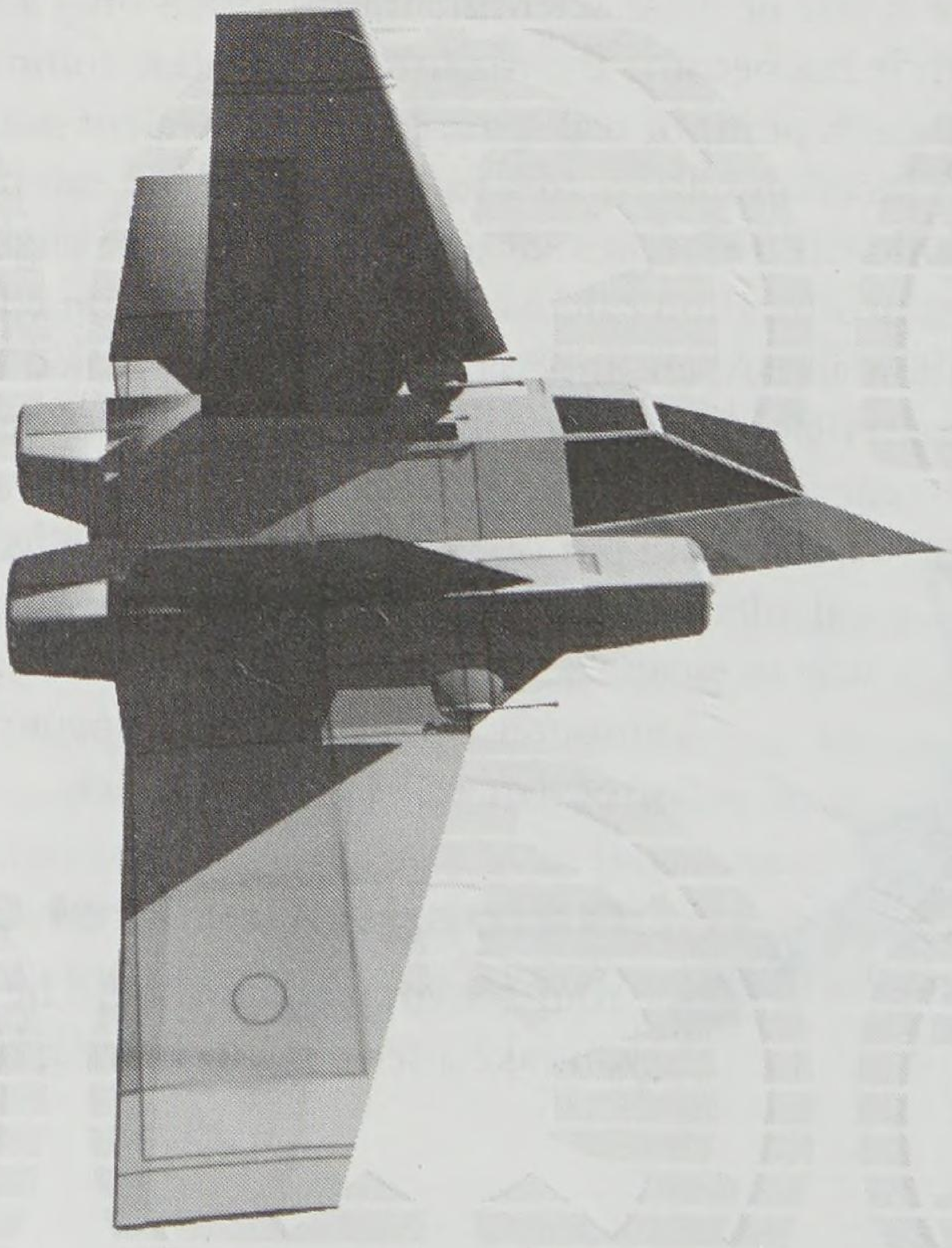
Your system readout should be checked any time you take a serious hit. During battle, you should check frequently for damage [D]. In case you do receive non-lethal damage, on-board warning and repair systems automatically activate. If multiple systems are effected, you can order the priority of repairs.

Communication

Each starfighter is connected by subspace transmission to the rest of its group. You will hear a lot of crosstalk during operations. Learn to filter out the transmissions that are intended for you, and otherwise keep your lips buttoned. There is no room in combat for extraneous chatter. Your on-board computer systems will keep a log [L] of all messages sent out during a battle. You may refer back to this log to be sure you have not missed an order.

Life Support

Some Imperial starfighters are equipped with Guidenhauser ejection seats which include a wrap-around anti-vacuum armor and a deployable para-foil for atmospheric ejections. Ejection seats can provide almost instantaneous escape from a doomed starfighter, but the pilot's probability of survival in space is not high unless help is immediately available. In atmospheric ejections, survival odds increase greatly.



STANDARD OPERATIONAL DIRECTIVES

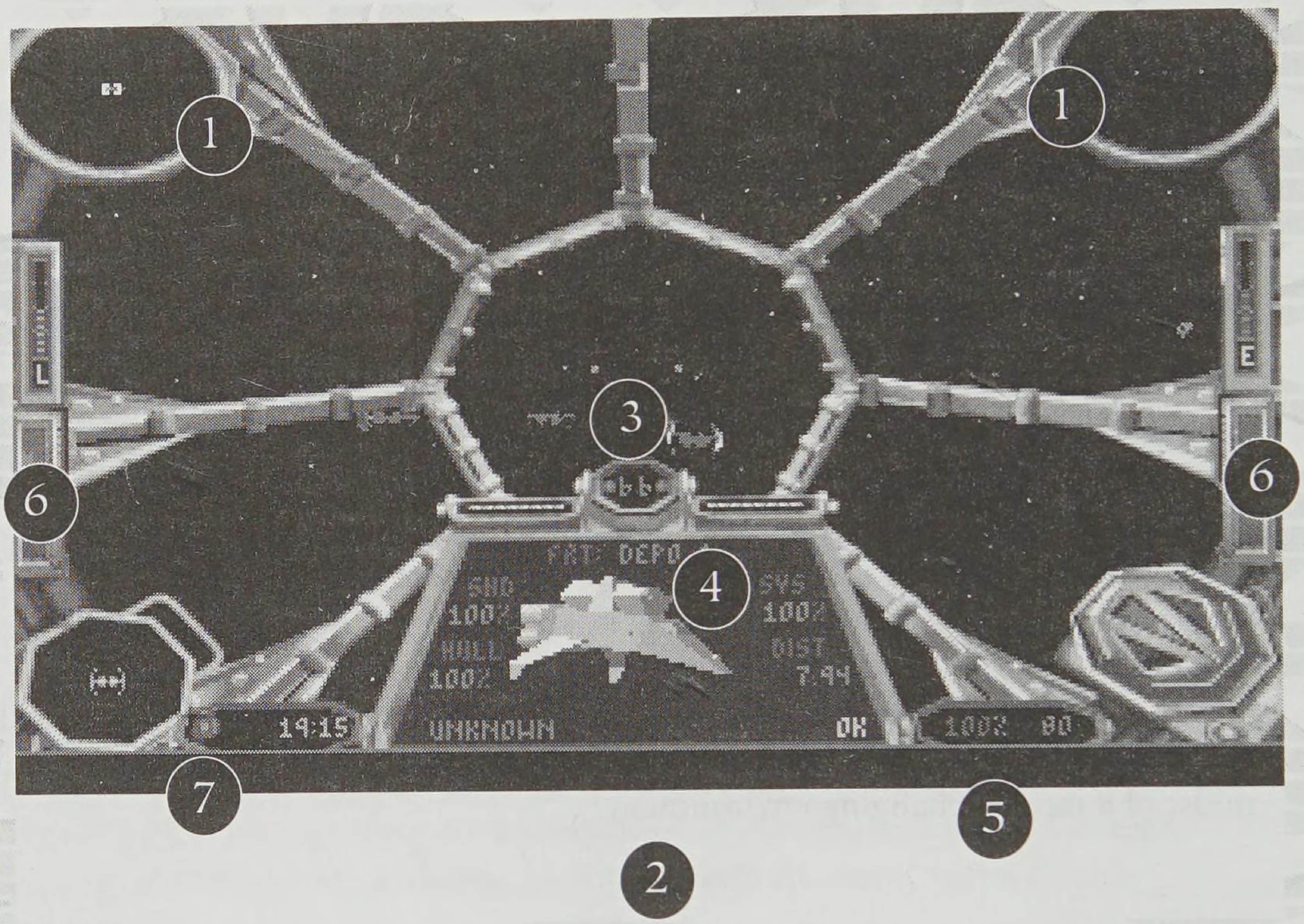
Starfighter Combat

Situational Awareness and Energy Management

An Imperial starfighter pilot needs more than dogfighting skills to defeat the enemies of the Empire. Order. Discipline. Unit coordination. All are important aspects of successful starfighter combat. However, there are other, more individual skills that must be mastered by each pilot: Situational Awareness and Energy Management. Situational Awareness is knowing where you are, where your squadron or wing is, where your enemy is, and what you need to do to accomplish your mission goals. Energy Management is configuring your ship's power system to achieve the maximum efficiency. Proper utilization of these skills will depend on your ability to analyze and reassess your situation constantly in the midst of a rapidly changing environment.

Situational Awareness and the Combat Multiview Display (CMD)

The CMD is the most important part of your targeting system. The very first thing you should do at the start of any mission is query the CMD (in ID mode) for the nearest enemy fighter or unidentified armed craft (R). If there are enemy ships nearby, you may have to decide quickly whether to engage or proceed. **You should consider yourself already under attack if there is an enemy less than 2 klicks distant!** If there are any enemy fighters nearby, you should immediately determine if any are, in fact, targeting you (E). Using the targeting system and the CMD, quickly cycle through all of the craft displayed on your sensors, noting their type and distance (T or Y). Pay particular attention to those ships most critical to your mission. As time allows, assign them to the memory locations of the targeting computer for quick reference during the mission (Shift F5 to F7). As new ships enter the area, your ship's computer will alert you with an appropriate message. Special sound cues will alert you when a new message is displayed. Target the new arrivals in the CMD to see how they affect the overall situation (U). As you do this you should be building a mental map to help you determine the best method to achieve your mission. Of course, your on-board map system is a tremendous aid to this process (M).



1. **Sensor Displays**
2. **CMD**
3. **Targeting HUD**
4. **Weapons**
5. **Engine Power/Speed**
6. **Energy Array — LES**
7. **Hull/Shield Integrity**

Energy Management and the LES Display

The primary consideration during any mission is what power configuration will optimize your chances for success. Depending on the craft you are in, there are certain systems that must be balanced for optimal performance and mission success. Among these systems are: Engines, Weapons, and Shields. Depending on mission goals and the needs of the moment, energy levels may be optimized for maximum speed, firepower, or defense. There are always trade-offs and you will have to learn the pros and cons of each. As the mission proceeds, you may find it necessary to make frequent adjustments. There is no "perfect" configuration. Nevertheless, you should always strive to maintain fully supercharged cannons and full primary and secondary shields, if your craft is so equipped. This skill can not be overemphasized. It must become second nature, allowing you to rapidly and instinctively select the optimum configuration demanded by circumstances.

Note: Imperial starfighters are equipped with an automatic speed calculation module which allows pilots to direct the ship's computers to adjust speed with any targetted craft. However, pilots should not become overly dependent on this system, as it is not always reliable. For one thing, the craft you are matching speeds with may be changing speeds. A thorough understanding of speed vs. power options is still required for all pilots.

Here are some tips for managing energy in battle:

- **Shift weapon energy to shields.**

When you begin a mission, you will find your cannons are already at their supercharged levels. Your primary shields will be fully charged, but your secondary shields will not be charged at all. Note that the cannons recharge more rapidly than the shields. Experienced pilots have found that they can bypass certain inefficiencies in shield recharge rates by setting the cannon recharge rate at maximum and then transferring that energy to the shields using ['] or Shift F10. Quickly build up your secondaries by transferring any accumulated cannon energy directly to the shields.

- **Use shields to store energy.**

Shields dissipate energy more slowly than the cannons. Use shields to store energy like a battery. When you are redirecting as much energy as possible to the engines for greater speed, but still wish to maintain your shields, you can keep the shields at their normal recharge rate and redirect all the cannon energy to the engines. Then, when you need to fire your weapons, you can quickly transfer shield energy to the cannons (; or Shift F9). You must not forget to reset the recharge rate for the cannons, however!

- **Use cannons to charge shields.**

Another alternative which allows good speed, shield maintenance, and some firepower is to redirect all shield power to the engines and set the cannon recharge rate to one above normal. Then manually transfer cannon energy to the shields every few moments. This increases your workload, but in a low-threat environment cannons are not in full use, this works well. It is possible for a pilot to build up a full charge for both systems this way!

- **Redirect energy to engines for maximum speed.**

For maximum possible speed you will need to redirect both cannon and shield energy to the engines. As long as you have already maximized your shield strength first, you should have a few minutes before that energy dissipates. Note that normal recharge rates merely maintain current energy levels. (Firing cannons or taking hits to the shields will, of course, result in a loss of energy.)

- **Redirect energy to other systems to slow down.**

This is the corollary to the previous rule, but is sometimes overlooked by novice pilots. When it is necessary to reduce speed—for instance, when you want to keep a slower-moving target within range—you may choose to redirect energy from engines to shields or to weapons instead of cutting your throttle. This way, you achieve the speed desired, but also gain additional charging for other important systems. Just don't forget to correct your settings when more speed is required.

Basic Energy Configurations

A starfighter is a versatile craft designed to accomplish a variety of tasks. However, it is only an effective weapon if you understand how to use it. If you've studied the information about energy management in the previous section, you understand that this is one of the key skills you will have to master. The following list of basic configurations is intended as a guideline only. Their use is completely situational. In other words, you must determine when to implement any energy strategy. These configurations are designed to be used with shielded starfighters. For obvious reasons, a pilot's choices are more limited on unshielded craft. On the other hand, configuration requirements are simpler.

Normal Maintenance

Cannons: 50%
Shields: 50%
Throttle: Full

This setting is used to maintain energy levels and is best used in non-threat environments. Also, this setting can be used for extra speed in dogfights if shield and cannon levels have been previously charged to maximum. You must remember to reset cannon energy before you run out of laser power. Or, if you are not in danger of being hit, you can transfer energy from shields to cannons.

Speed

Cannons: 0
Shields: 0
Throttle: Full

Use this setting to achieve the highest possible speed your starfighter is capable of attaining. Useful in emergencies, when you need to get somewhere quickly, but remember, your shield and cannon energy will slowly drain in this setting.

Normal Attack

Cannons: 100%
Shields: 50%
Throttle: Full

Use this setting for normal attack situations. Your cannons will remain fully charged in T/I or T/A, even with constant shooting, but will slowly dissipate in T/F, T/B or GUN. Your shields will remain stable. If your shields are hit, you can transfer energy from cannons to charge them back up.

Speed Attack

Cannons: 100%
Shields: 0
Throttle: Full

Use this setting to gain extra speed during an attack while keeping your cannons fully charged. In this setting, it is the pilot's responsibility to keep his shields charged by frequently transferring energy from the cannons. Primary for unshielded craft.

Slow Down (Non-threat charging)

Cannons: 100%
Shields: 100%
Throttle: As needed

Use this setting to attack slow-moving enemies like Y-wings. It's more efficient to raise your shield and cannon energy levels than to lower your throttle. You may also have to adjust throttle, but often setting cannons and shields to maximum will have the desired effect.

This setting is also used in non-threat environments for maximum charging effectiveness.

NOTE: Craft equipped with beam weapons will have to make further adjustments as the beam weapon draws energy from the engine systems as well. However, the additional complexity and energy drain should be made up for by the beam weapon's added capability.

WEAPONS, TARGETS, AND FIRING CONFIGURATIONS

Weapon selection and firing configuration decisions will often determine the success or failure of a mission. There are a few general rules that apply to almost every situation.

Homing Projectiles

Homing projectiles such as concussion missiles and proton torpedoes are intended to give you some "standoff" attack capability. Since these are "fire-and-forget" weapons, their rapid deployment can help you quickly even the odds in your favor.

Torpedoes are designed for attacking larger and slower ships. Though faster than a starfighter, they can't turn as well. An alert pilot can always evade one, so it is Imperial doctrine to avoid using torpedoes against starfighters. This doctrine does not necessarily apply to our enemies, however. Some pirates, renegades, and Rebels have been known to fire torpedoes at our starfighters, especially when they catch a pilot unaware or in a head-on attack.

Concussion missiles, on the other hand, are designed for dogfighting. *Because of their great speed, they are also somewhat effective at intercepting torpedoes.*

When targeting an enemy ship you will find that large ships must be within 6 klicks for a lock-on to be achieved. Against small ships the distance must be less than 2 klicks. At extremely long range you must keep the target absolutely centered in the targeting box. You may discover that enemy ships can achieve solid lock-ons while you are still "acquiring" your lock. This can be true especially of capital ships and some starfighters equipped with special, long-range sensor systems.

Cannons

For most combat and almost all dogfighting you will rely on your cannons. The dual-fire mode has been shown to be the most effective compromise when considering power, targeting opportunities, and firing speed. In the standard TIE fighter and Assault Gunboat, this is especially true because the cannons are in a twin mounting that places their fire in a very small area. If the target is going to be hit at all, it will be hit by both guns, a more efficient use of energy! In the T/I, T/B, and T/A, dual-fire mode is preferred because the mounting of the cannons on the solar panels allows a much larger area to be considered by the targeting system. Although this results in a less efficient use of cannon energy (as up to half the shots may miss), it is offset by the benefit of having more firing opportunities against a small, rapidly maneuvering target such as an X-wing or A-wing fighter. *A note for TIE fighter pilots: Because TIE fighters are smaller than an X-wing's wingspan they can find safety between the cannons! This is not a recommended procedure, but the fact does exist.*

Beam Weapons

Eventually, you will gain access to special energy weapons that fall under the category of beam weapons. These weapons fall into three categories — tractor, jamming, and decoy. Current developments in beam weapon design suggest that it will soon be possible to employ low-power tractor beams aboard certain starfighters. Other beam weapons are still in the development stage.

Tractor beams will allow you to inhibit the maneuverability of enemy ships, making them an easier target. Current power consumption limits starfighter tractor beams to a range of 1.5 klicks.

GENERAL NOTES ON COMBAT

Combat in space is all about position. You want to be in a position to control, and if necessary, destroy your enemy. You also want to avoid being in a position where he can hit you. Best of all is any position that fits both of these criteria! In engagements between starfighters this is a straightforward task. A starfighter's weapons all face forward, so if you can position yourself on the enemy's tail and stay there, you will defeat him.

In any fight where you are outnumbered, you should always identify the greatest threat and attack it first. This ensures that your battles will get easier as you go and it is also effective psychologically. Your opponents will see their toughest fighters defeated first, becoming demoralized. If your opponents believe they are going to be beaten, they will allow themselves to be beaten!

Toward that end, Imperial doctrine requires the application of overwhelming force to a given situation. Remember, you are part of the solution, but you are not required to operate alone. Stay with your unit unless ordered to take another course.

- **Finish What You Start**

When dogfighting, pick a target and stay with it until you have destroyed it. Always pick the enemy that is the greatest threat to the mission and work down from there. (See Hull Damage on page 33 for an exception to this rule.)

- **Breaking up a Formation**

When breaking up an attack by several enemy ships in formation, your primary task is to keep firing long enough to force a particular ship to break formation. Proceed to attack each ship in the formation until all have been forced out of their attack run. After that, destroy at will or continue with mission objectives.

- **Using Missiles on a Flight Group**

When attacking a multiship flight group with missiles or torpedoes, lock and fire as quickly as possible. If a missile or torpedo is evaded at first, don't worry; it will continue to track the target. After you have fired at each of the enemy ships, go back through the target list to the earliest one that still survives. Fire another projectile if necessary, but try to take it out with cannons if you can. Use your weapons wisely. While a resupply craft may be available, the reload operation is very risky in the middle of a combat situation.

When employing missiles or torpedoes against stationary targets it is not necessary to get a solid lock. A few seconds of "yellow" is sufficient.

- **Escort Duty**

When flying a defensive patrol, stay within a few klicks of the vessel(s) you are protecting. When you move to intercept any attackers try not to go more than 8 to 10 klicks away. A second attack on the other side will catch you too far away to get back in time. Especially skillful shooters have shown that staying near the craft they are escorting allows them to move quickly into the enemy's line of approach. When the enemy launches warheads, the pilot then "sprays" a continuous volley of cannon fire into the warhead's path, often shooting the warhead before it reaches its target.

Also, when protecting other ships, try to draw off the fire of large enemy ships by flying within range of their guns and popping off a few shots yourself.

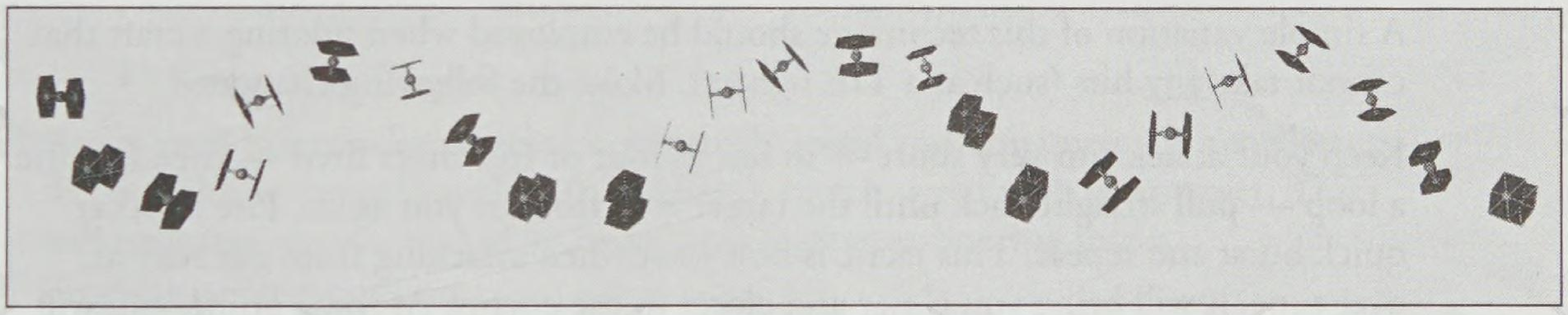
- **Head-On Attacks**

In a one-for-one war of attrition, the Empire will win. Our enemies must conserve their resources. However, in a head-on attack, never assume a Rebel pilot will try to avoid colliding with you. Their starfighters are most often equipped with heavy shields and some enemy pilots have been known to collide deliberately with unshielded craft like the TIE fighter, which destroys the unshielded starfighter and only depletes shield strength on the other. This is a dangerous tactic, but one that must not be disregarded by Imperial pilots!

Note that due to the rate of closure during head-on attacks, you can start firing at 1.7 to 1.9 klicks. When making a head-on attack into heavy fire you are advised to avoid being hit by maneuvering in a "corkscrew" manner until you have closed to dogfighting range. Then, when your target flies past, turn in behind him and attack.

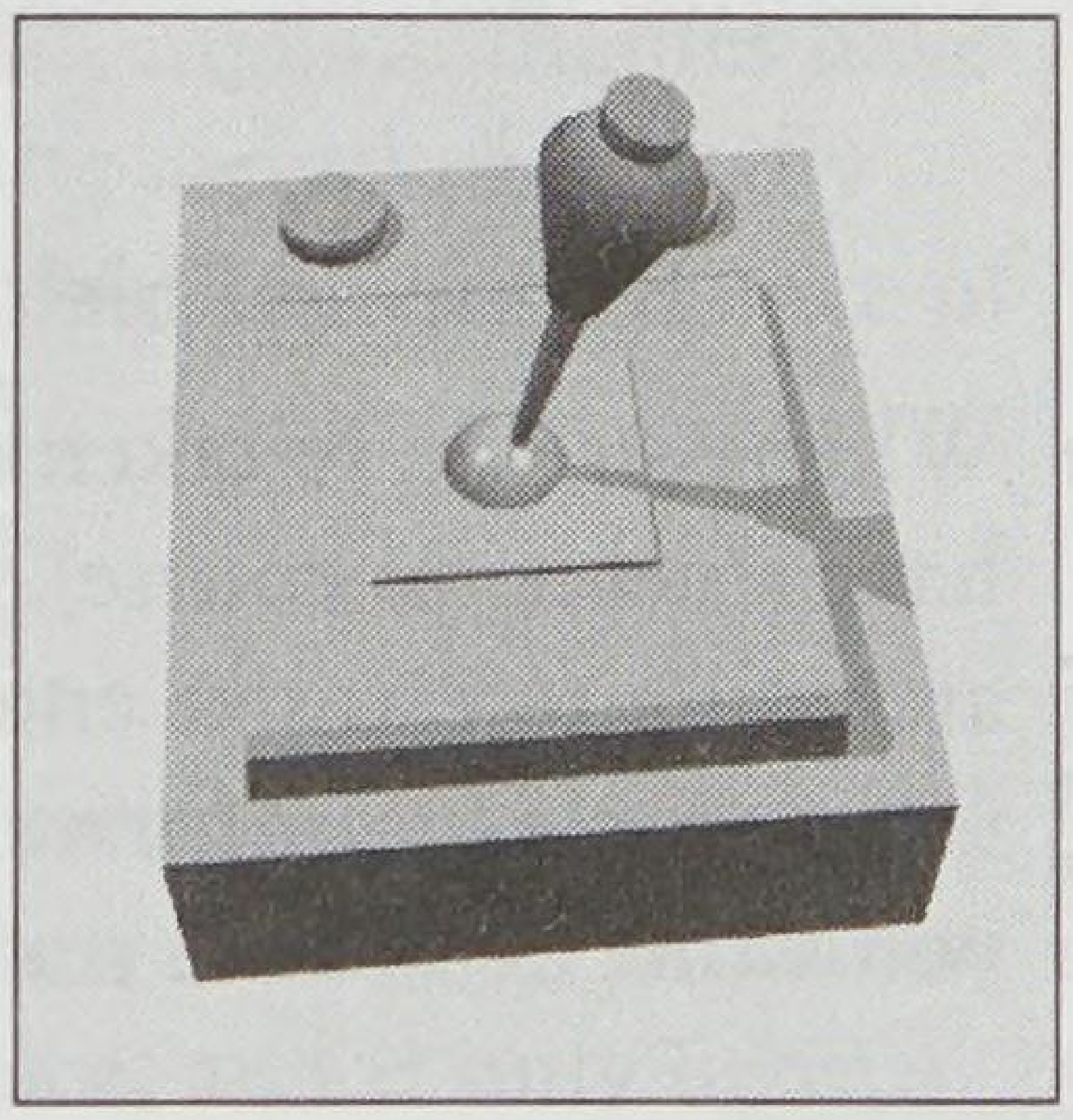
In the case of wounded fighters whose shields are low or whose hull is damaged, you may have the option of maintaining a straight and level head-on attack because the target will be destroyed with only a few shots. This is risky, however, as there is a significant risk of being hit yourself.

- **The Corkscrew Avoid**



Basic Corkscrew Avoid

The basic attack avoidance maneuver is called by some veterans the "Wotan Weave." This is a spiral or corkscrew maneuver that will enable you to avoid enemy fire while maintaining a particular heading.



Joystick position

First target the craft you wish to head toward (or away from). With this as your reference point, start turning while simultaneously pulling back (or pushing forward) on the stick. If you are doing this correctly, the targeted craft's blip will appear about half-way from the center of the appropriate sensor display. Your stick will be approximately half-way toward a corner position, but will require constant small adjustments. Generally speaking, when avoiding fire from a large ship use a slow spiral. (The greater the distance the slower the spiral.) When avoiding enemy starfighters (or missiles) a tight, fast spiral is best.

- **Attacking Large Ships with Cannons Only**

When attacking large ships the Corkscrew Avoid is absolutely essential for making repeated attack runs. The standard method is this:

1. Have shields and cannons fully charged, with recharge rates at maximum.
2. Weave in and begin firing at 1.5 klicks and maintain fire as you close on the target. You may wish to reduce speed to keep from getting too close. This will also serve to maximize your fire on the target.
3. When you've taken enough hits to require breaking off, reverse direction and open throttle.
4. Transfer all available energy to the rear shields.
5. Start weaving and continue to fly away until out of range or ready to make another run.
6. Restore shields to even distribution.

A simple variation of this technique should be employed when piloting a craft that cannot take any hits (such as a TIE fighter). Make the following changes:

Keep your attack run very short — as few as four or five shots fired — then execute a loop — pull straight back until the target is in front of you again. Fire another quick burst and repeat. This tactic is best used when attacking from the rear, as, over time, it will bring you closer and closer to the enemy. At some point, you will have to extend the separation again.

One final note for shielded craft: Try to take out the enemy ship's lasers one by one.

- **Balancing Shields**

Whenever you've taken a few hits, be sure to even out your shields (on craft that have shields, of course). Press S three times. This is especially important when you are going to transfer energy from the cannons to the shields. The reason is that if, for example, your forward shields are down, but your rear shields remain at full, you won't be able to transfer the energy!

- **Identify Unknown Craft**

Identify all cargo- or passenger-carrying craft before attacking. This will help you decide what to attack and when. Various Imperial intelligence services may also be able to make use of this information as well.

- **Missile Escape Maneuver**

To avoid a missile you must have it targeted in the CMD. You must be moving at high speed (generally at least 100). Turn away from the missile, then when it is about 0.4 klicks away, turn hard toward it. Assuming you are successful, keep turning toward it until it self-detonates.

With the greater maneuverability of most Imperial starfighters, this shouldn't be difficult. Many of our pilots have bcome quite skilled at shooting the missiles to destroy them. In fact, the better pilots claim the best way to avoid a missile is to target the enemy craft that is attacking, then turn toward it, firing in single-fire mode. This head-on attack is dangerous, but offers an excellent chance of defeating the incoming missile!

- **Keep Cannons Supercharged**

Supercharged cannons fire farther and hit harder. Watch your energy use and try to keep cannons supercharged.

- **Know Your Target**

Know your target's characteristics, especially speed and armament. When closing to dogfighting range (less than 0.75 klicks), match speed with your target. This will help you stay on his tail and keep you from overshooting into a disadvantageous position.

- **KEEP CHECKING THE MESSAGE LINE!!!**

Because the message line is often overlooked during combat, musical themes have been assigned to particularly important events. These are the arrival of friendly and enemy ships, the destruction of friendly and enemy ships, and the presence of enemy ships within combat range.

- **Hyperspace Jumps**

If a mission requires you to make a jump into hyperspace, be sure to balance your shields and transfer all available cannon energy to the shields, if necessary. You are vulnerable for a few seconds just before you enter hyperspace, and it only takes a couple of missiles to keep you from going anywhere!

COMMUNICATIONS IN BATTLE

Note: You can always count on your wingmen to respond to your orders, but sometimes they are all you can count on. Quite often there will be Imperial craft participating in the same battle as you, but they will not respond to your orders.

Shift A (Attack Target!) is the most important wingman command. Use it often, especially when the enemy is coming from more than one direction. It is also a good way to concentrate firepower on a single target such as a Freighter or Corvette when you wish to destroy it as quickly as possible.

Shift C (Cover Me!) should be used with caution. The reason is that, if your wingman is already engaged and you order him to come to your aid, he will ignore the enemy he was fighting. That enemy will now have an easier time getting your wingman! Note that you must be currently targeted by an enemy craft to get a response.

Shift E (Evasive Action) should be used to tell ships under your command to escape imminent danger.

Shift B (Board me to reload and repair) is used to call for any available transport to reload projectile weapons during battle. This should be used away from danger to avoid unnecessary risks to the transport.

Shift S (Send reinforcements) is used when you get into a situation you can't handle. You must realize that even the Empire does not have unlimited numbers of ships. If you call for reinforcements, you may lose some of your pilot ranking points. In addition, if you call too often, the number of ships available may diminish due to casualties in previous missions.

Shift R (Report In) is used to get a situational report from a wingman or flight leader.

Shift I (Ignore Target!) should also be used with caution. It is useful for getting a wingman to break off an attack, (should you wish to finish his target off yourself), but may make your wingman a sitting duck! You may notice that despite acknowledging your order, your wingman may continue pressing the attack.

Shift W (Wait for Further Orders!) should be used with extreme caution. It is more effective for getting a wingman to break off an attack but will definitely make him a sitting duck! Be sure you don't forget to ...

Shift G (Go Ahead; Continue with Mission) to order waiting ships to get going.

Shift H (Head Home!) is useful for those pilots who are so skilled that wingmen just get in the way, (and prevent you from making ALL the kills!) Be careful, though, as this is another way to make it easy for the Empire to kill one of yours. The reason is that the ship receiving this order will have to make it to its hyperspace jump point, which may be some distance away, and will be vulnerable until it gets there.

Note that in the heat of battle, discipline is often difficult to maintain. Avoid putting yourself between a wingman and his target and you will avoid "friendly fire."

MISSION START (SHIELDED CRAFT)

Here is a typical mission check-out procedure for shielded starfighters. Obviously, the mission start procedure for non-shielded craft will be a simplification of this one. In combat, you may not always follow these exact steps, but during training, get used to using them. Later on, you can adjust your procedures to fit the situation at hand. You must learn to perform these steps very quickly. You won't generally have time to think about what you're doing. Make it automatic.

1. C to start camera. (Remember: a film record is the only way you can analyze the mission later.)
2. X to select dual-fire mode.
3. ['] (apostrophe) or Shift F10 as many times as necessary to transfer cannon energy to shields until the secondary shields are fully charged.

4. F9 twice to set cannon recharge rate at maximum.

5. F10 twice to set shield recharge rate at maximum, unless high speed is to be maintained.

6. Backspace to go to full throttle if not already there.

7. M to go to the map screen. Take a moment to get a clear idea of the positions and types of craft in the area. Use the targeting keys to cycle through all craft present, remembering to save the most significant (flight leader, mother ship, primary goal craft, and/or greatest threats) to memory locations.

8. R to locate nearest enemy fighter. If you have a wingman you may want to order him to attack this target, depending, of course, on the mission objectives. To do so press Shift A, and then T to locate another target. (Take this one yourself.)

9. Once secondary shields are fully charged press F10 three more times to set shield recharge rate to normal.

10. Once cannons are fully supercharged press F9 three times to set cannon recharge rate to normal, (unless currently engaging the enemy.)

Note that it is often possible to do two things at once. For example, the C and X keys are next to each other and so both can be hit at the same time. Similarly, F9 and F10 can be pressed together to save time. Be sure to check your displays to verify what you've done.

Some General Notes

- **Conserve your firepower!** There is a bonus for high accuracy and a penalty for poor accuracy. Don't fire your weapons unless you feel certain of hitting your target. This is especially true of the homing projectile weapons.

Note: You will pay a penalty for every Imperial ship lost. If you destroy an Imperial ship, you lose 10,000 points.

· For more information about scoring in TIE Fighter, see Appendix A (page 260).

- **Hull Damage**

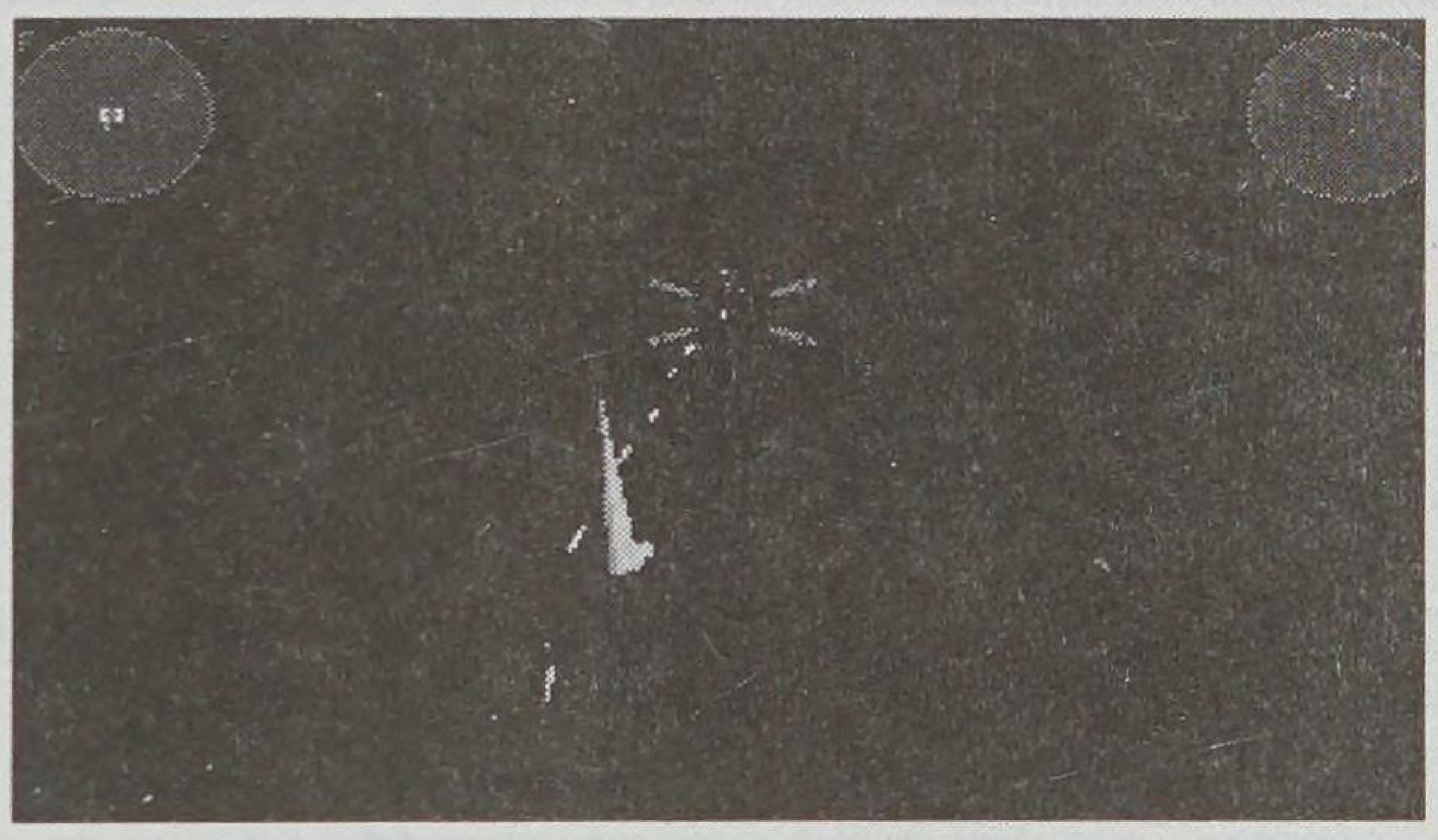
Let ships with hull damage go, unless their complete destruction is a part of your mission objective. If other waves or the arrival of other ships depend on their destruction this will help delay them. At a certain level of hull damage a ship will automatically head toward its mothership or its hyperspace exit point. They don't always make it — this will prevent the creation of other ships entirely.

- **Highlighted Ships/Components**

Targeted craft will flash red and yellow. (The individual component you're targeting system is locking onto will flash yellow, the rest of the craft will flash red.) Use the comma key or Shift-comma to select different components.

- **Unobstructed View**

Turn off the cockpit view momentarily to get an unobstructed view of the area ahead. Press . on the numeric keypad to toggle the cockpit view on and off. Remember, your sensors only give you an approximation of where other ships are.



No cockpit mode

- **Brushing Off Your Wingmen**

When doing close fly-bys of other ships, avoid rolls and hard turns if you have wingmen. They try to maintain position, and will often collide with the craft you're flying by.

- **Calling for Reinforcements**

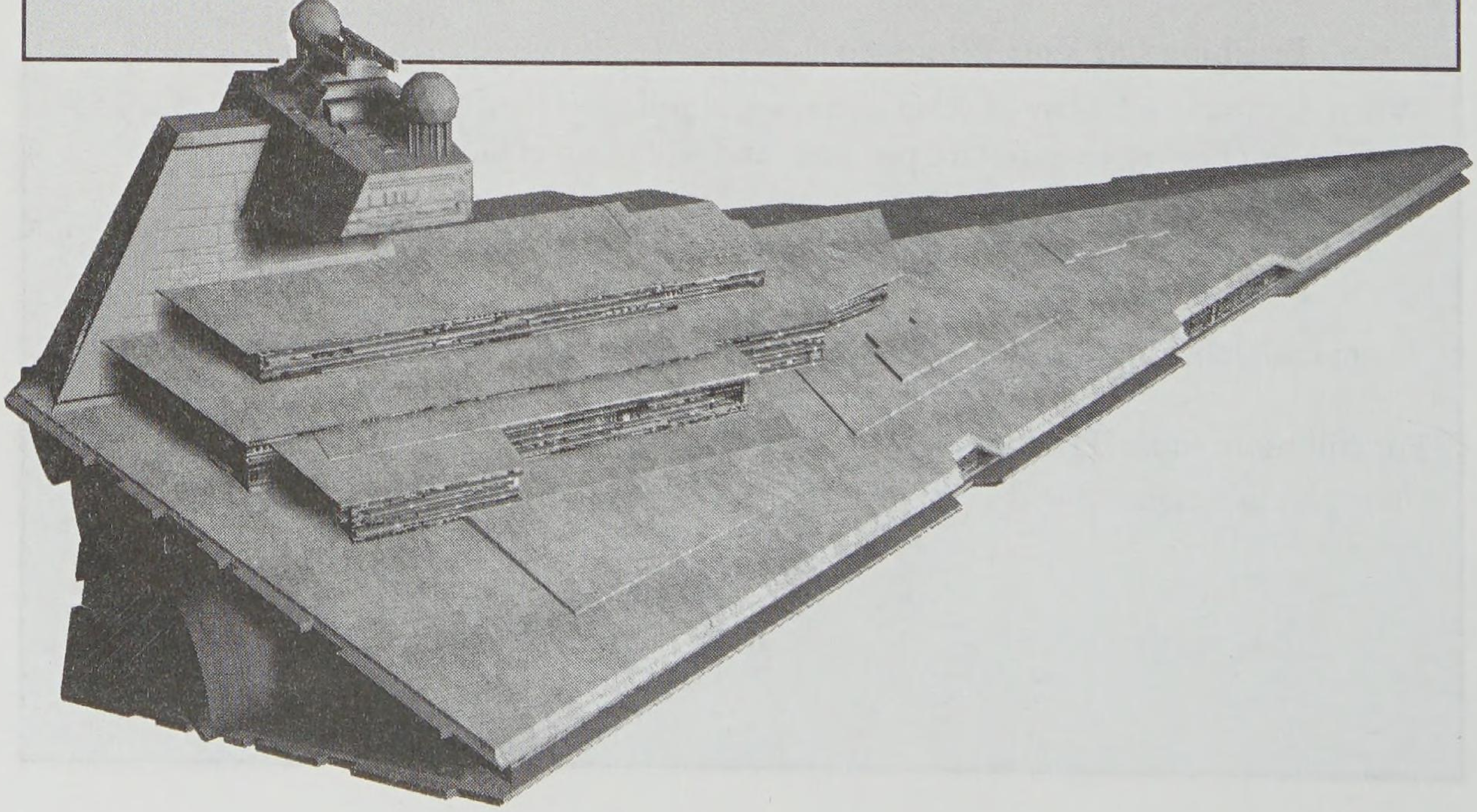
There is a global penalty of 5000 points if you call for reinforcements during a mission.

For still more super TIE Fighter tips, see pages 56 - 58.

Speed Chart (all ELS settings at 50%)

X-wing	100	Escort Carrier	13
Y-wing	80	IPV-1 Patrol Craft	78
A-wing	120	Corellian Transport	90
B-wing	90	Freighter	18
Z-95 Headhunter	85	Cargo Ferry	22
TIE Fighter	100	Modular Conveyor	27
TIE Bomber	80	Container Transport	33
TIE Interceptor	110	Space Containers	0
TIE Advanced	145	Space Tug	11
TIE Defender	155	Heavy Lifter	22
Assault Gunboat	90	Corellian Corvette	22
Transport	55	Nebulon-B Frigate	18
Tyderian Shuttle	65	Calamari Cruiser	11
Escort Shuttle	72	Interdictor Cruiser	9
Stormtrooper TRN	55	*Victory*-class STD	9
Assault TRN	67	*Imperial*-class STD	11

Maximum speeds for all craft are 50% greater than speeds shown here. For instance, top speed for a TIE fighter is 150.



Hits to Kill Table

This table shows the approximate number of shots it takes to destroy a given craft in TIE Fighter. The first column represents laser cannon fire. The second represents missiles (with advanced missile information in parentheses). The third column represents torpedoes, (again with advanced torpedoes in parentheses). The fourth column represents rockets and the last column is for bombs. In some cases the numbers are meaningless. For instance, it obviously takes one bomb to destroy a TIE fighter. Here is a chart of approximate strengths of different weapons where a laser blast equals two and a turbocharged laser blast equal four.

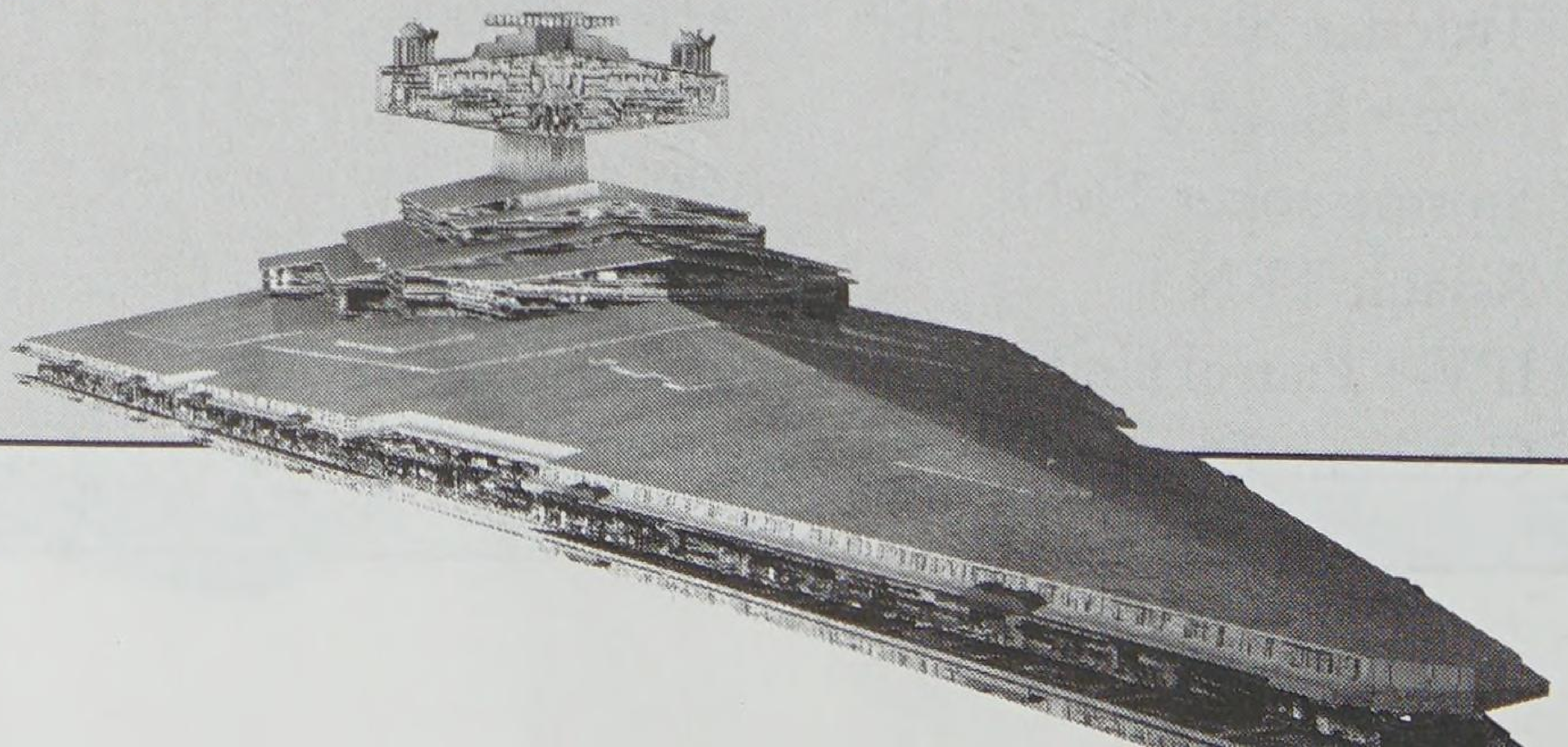
Missile = 30 Advanced Missile = 60
Torpedo = 100 Advanced Torpedo = 150
Rocket = 350 Bomb = 650

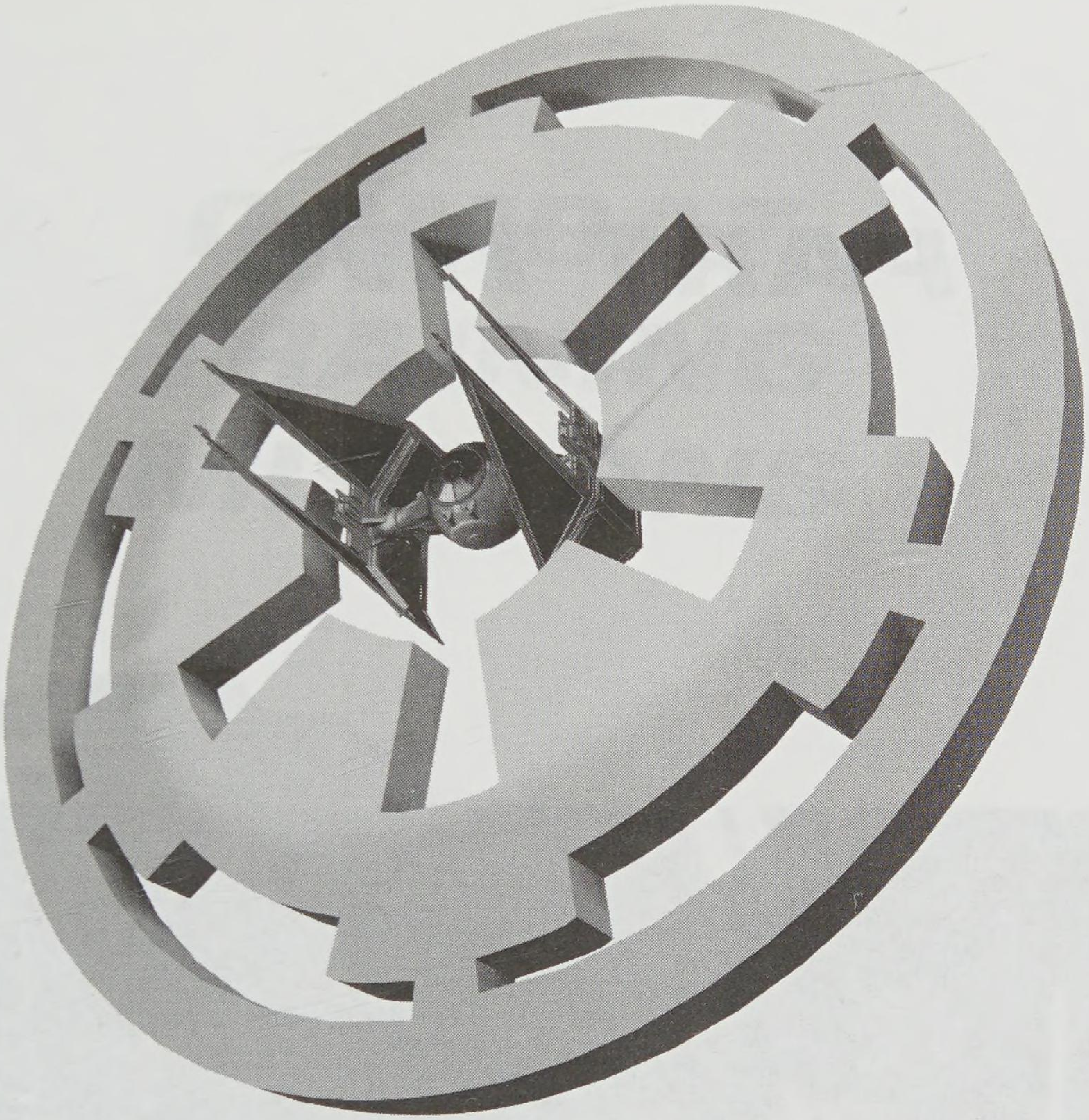
Remember that each warhead also has other characteristics including weight, speed, and homing capabilities.

The first number listed in the chart is the number of hits it takes to lower the shields to or below zero. The second number represents the number of additional hits it will take to destroy the craft. Remember that shields will continually recharge, so these figures are based on continuous fire. In the case of laser cannon figures, they are based on supercharged laser blasts.

Craft	Lasers	Missiles (Adv.)	Torpedoes (Adv)	Rocket	Bomb
Fighters					
X-wing	11/4	2/1 (1/1)	*/1	*	*
Y-wing	16/9	3/1 (1/1)	1/1	*	*
A-wing	11/3	2/1 (1/1)	*/1	*	*
B-wing	26/17	5/2 (2/1)	1/1 (1/1)	*/1	*
Z-95 Headhunter	5/5	1/1 (*/1)	*/1 (*/1)	*	*
TIE Fighter	*/2	*/1(*/1)	*/1 (*/1)	*	*
TIE Bomber	*/6	*/1 (*/1)	*/1 (*/1)	*	*
TIE Interceptor	*/4	*/1 (*/1)	*/1 (*/1)	*	*
TIE Advanced	12/4	2/1 (1/1)	*/1 (*/1)	*	*
TIE Defender	26/4	3/1 (1/1)	1/1 (*/1)	*	*
Assault Gunboat	21/6	4/1 (2/1)	1/1 (*/1)	*	*
Shuttles and Transports					
Tyderian Shuttle	21/5	4/1 (2/1)	1/1 (*/1)	*	*
Escort Shuttle	*	4/2 (2/1)	1/1 (1/1)	*/1	*
Stormtrooper TRN	*	3/2 (2/1)	1/1 (*/1)	*	*
Assault TRN	*	7/4 (4/1)	2/2 (2/1)	*	*
IPV-1 P:atrol Craft	*	5/3 (3/1)	2/1 (1/1)	*/1	*
Corellian Transport	*	*	4/1 (2/1)	1/1	*/1

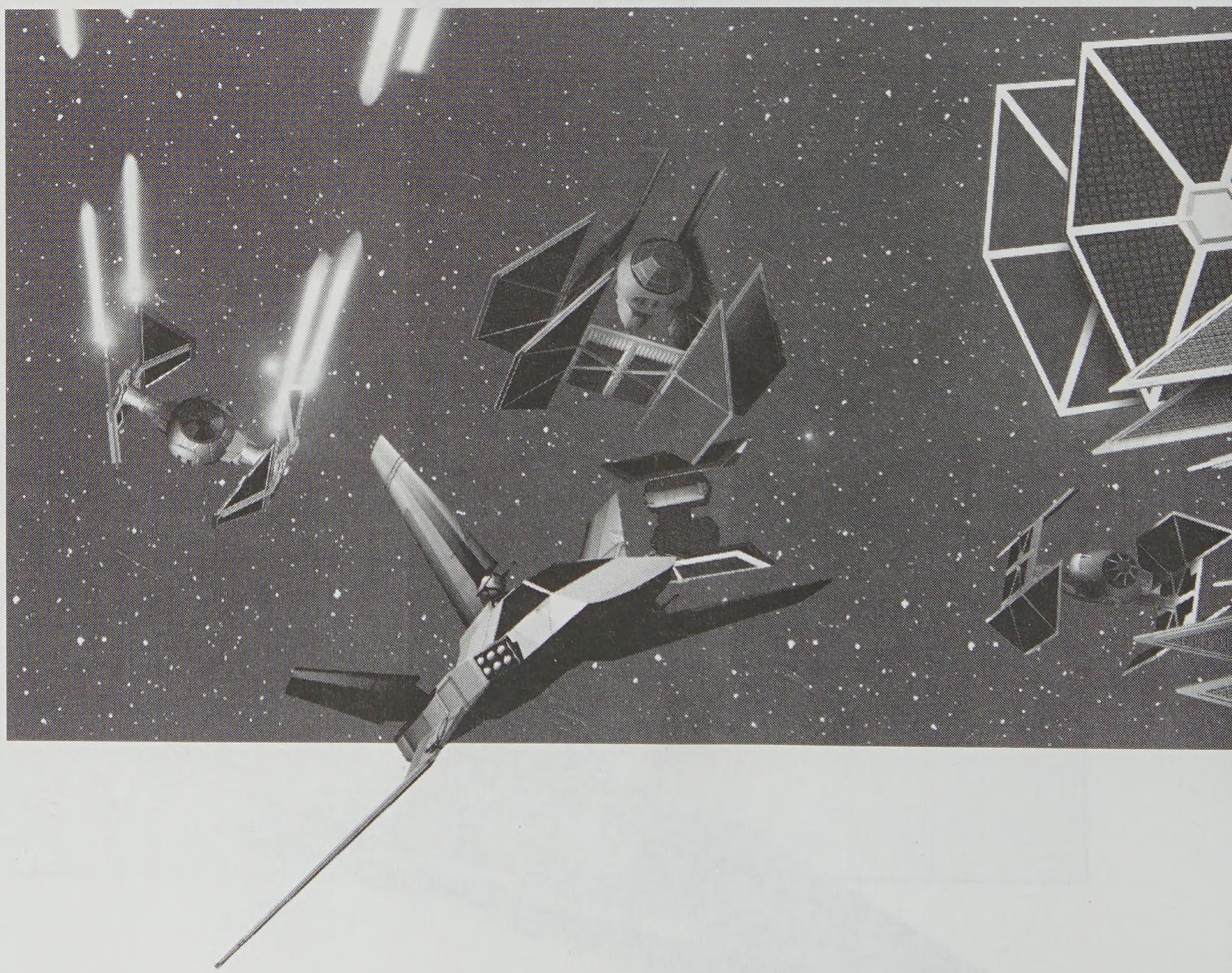
Craft	Lasers	Missiles (Adv.)	Torpedoes (Adv)	Rocket	Bomb
Freighters and Containers					
CN/A	40/8	7/1 (4/*)	2/1 (1/1)	*/1	*
CN/B	*	8/2 (4/1)	3/* (1/1)	*/1	*
CN/C	*	2/* (1/*)	1/* (*/1)	*	*
CN/D	*	2/1 (1/1)	1/* (*/1)	*	*
CN/E	*	4/2 (2/1)	2/* (1/1)	*/1	*
Bulk Freighter	97/24	>12	5/1 (3/1)	1/1	*/1
Modular Conveyor	*	*	3/1 (2/1)	1/1	*/1
Container Transport	*	*	2/2 (2/1)	*/1	*/1
Cargo Ferry	*	*	3/1 (2/1)	1/1	*/1
Corellian Corvette	81/40	>12	4/2 (3/1)	1/1	*/1
Modified Corvette	*	*	4/3 (3/1)	1/1	*/1
Utility Craft					
Heavy Lifter	*	*/2 (*/1)	*/1 (*/1)	*	*
Space Tug	*/1	*/1	*/1		
Captital Ships					
Escort Carrier	*	*	29/15 (20/10)	9/4	5/2
Interdictor Cruiser	*	*	29/11 (19/8)	9/3	5/2
Calamari Cruiser	*	*	39/23 (27/15)	11/7	6/4
Lt.. Cal Cruiser	*	*	26/13 (17/9)	8/3	4/2
Nebulon-B Frigate	*	*	26/16 (17/11)	8/4	4/3
Modified Frigate	*	*	26/16 (17/11)	8/4	4/3
Victory STD	*	*	32/16 (21/11)	9/5	5/3
Imperial STD	*	*	48/24 (32/17)	15/7	8/4
Other Objects					
Space Platform	*	*	32/16 (22/12)	9/5	5/3
Mines and Satellites	*/1	*/1	*/1	*	*



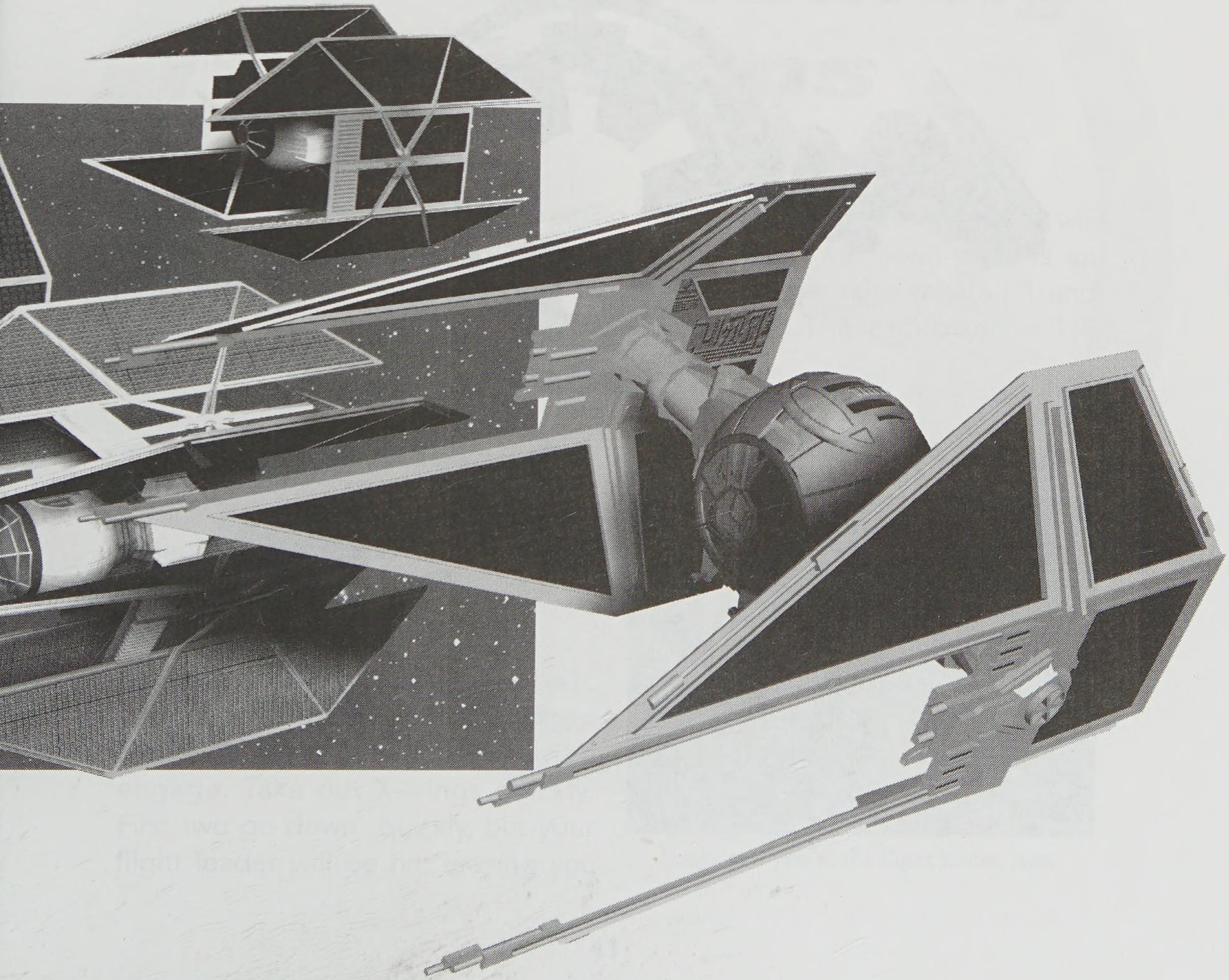


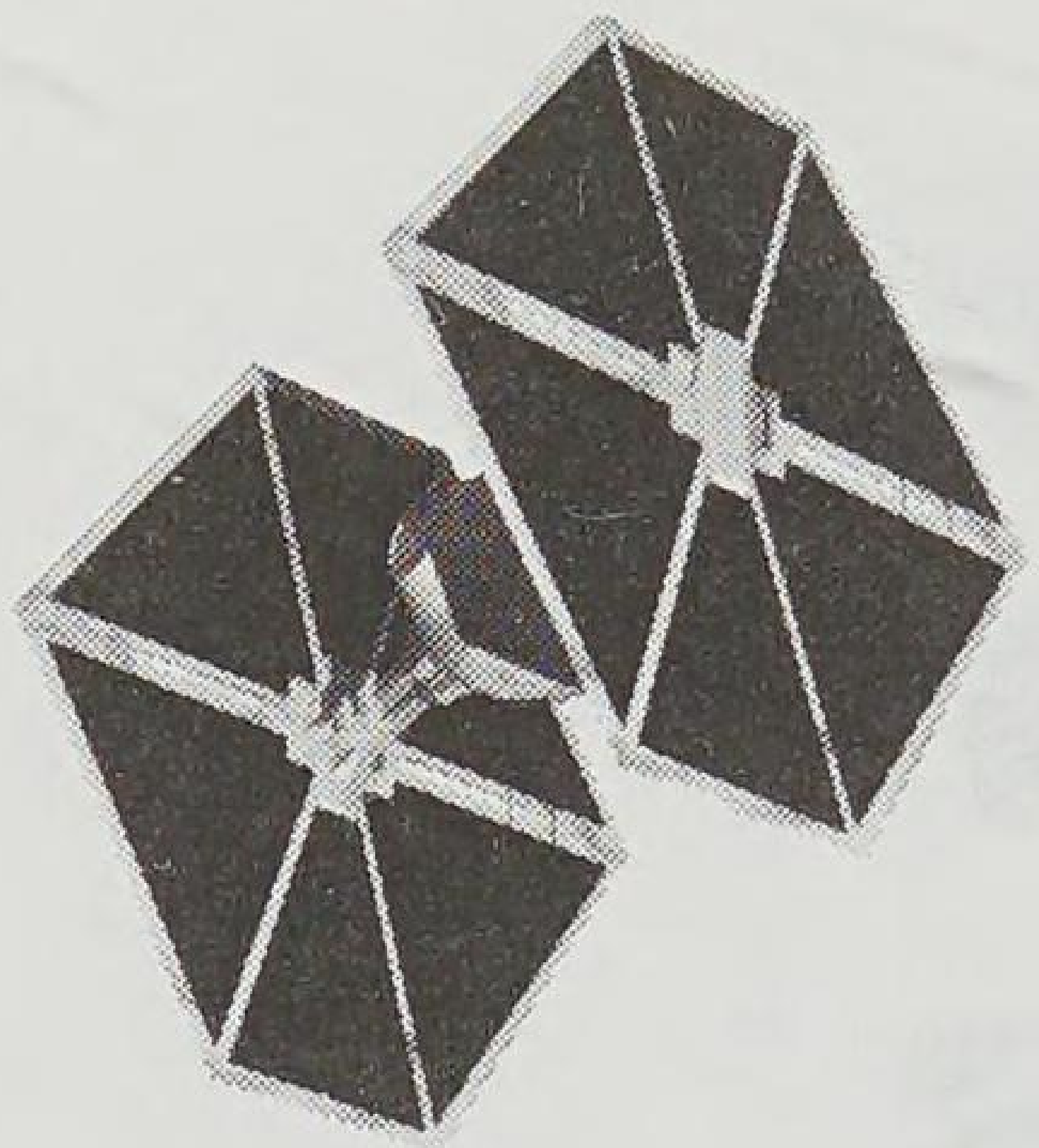
PART TWO

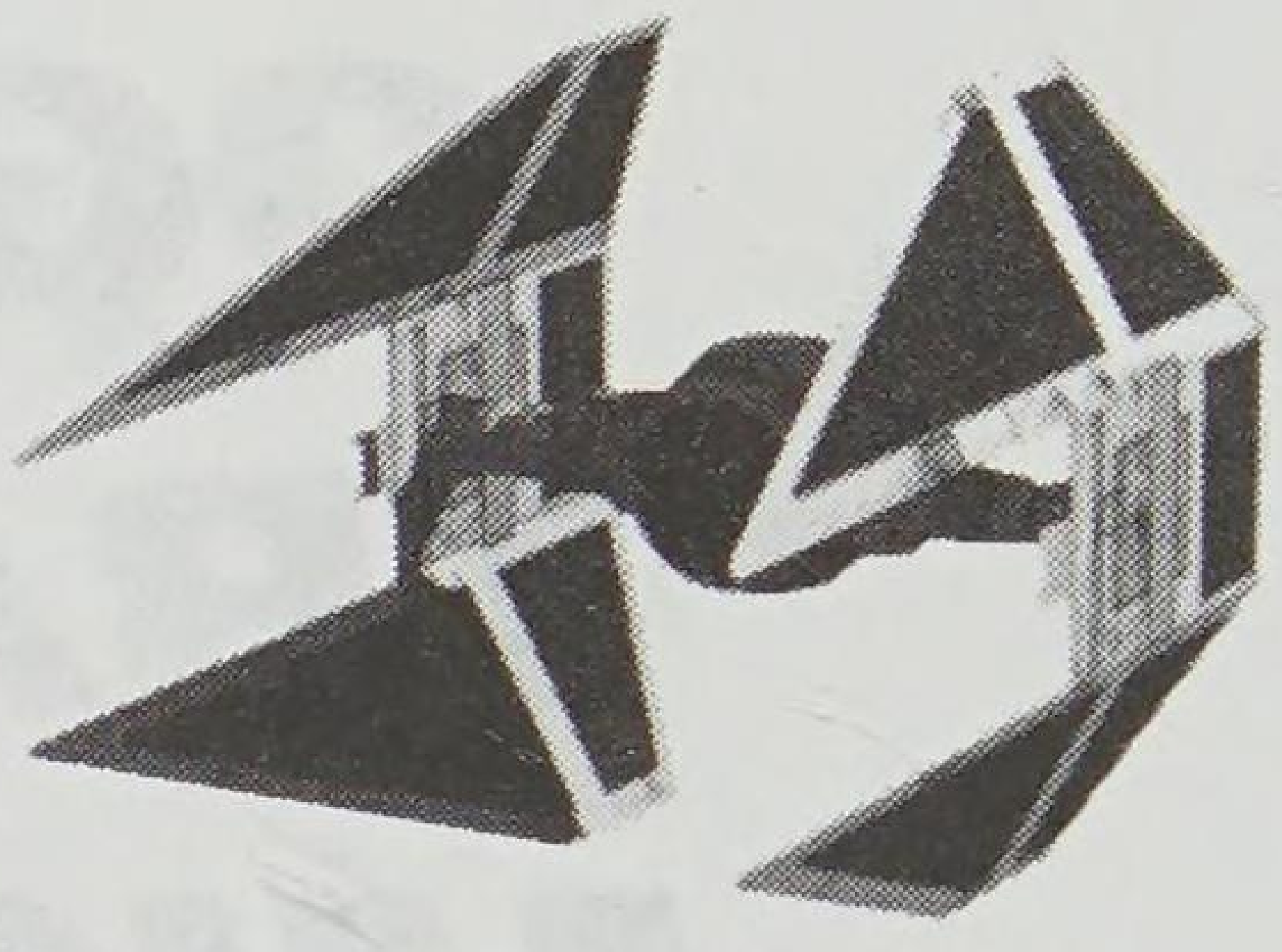
PART TWO

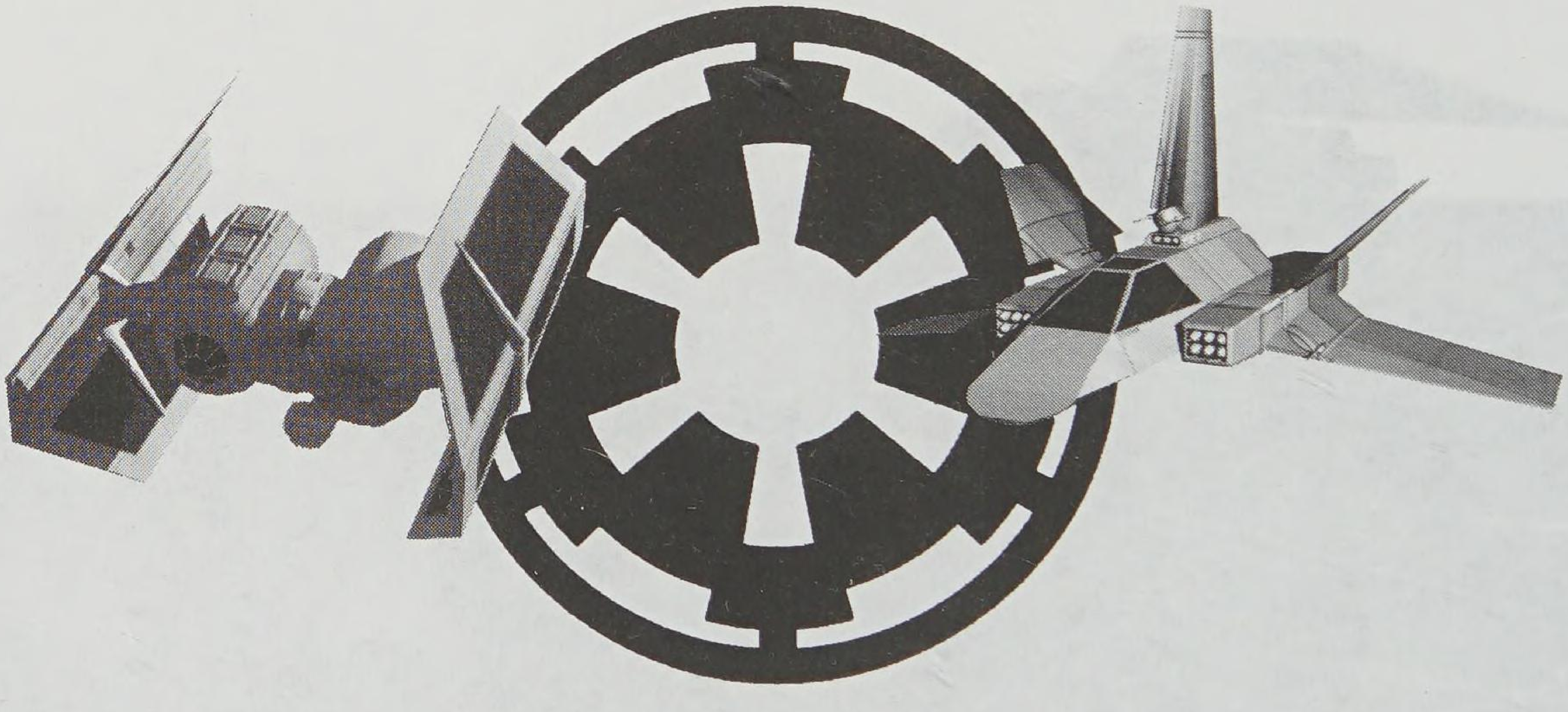


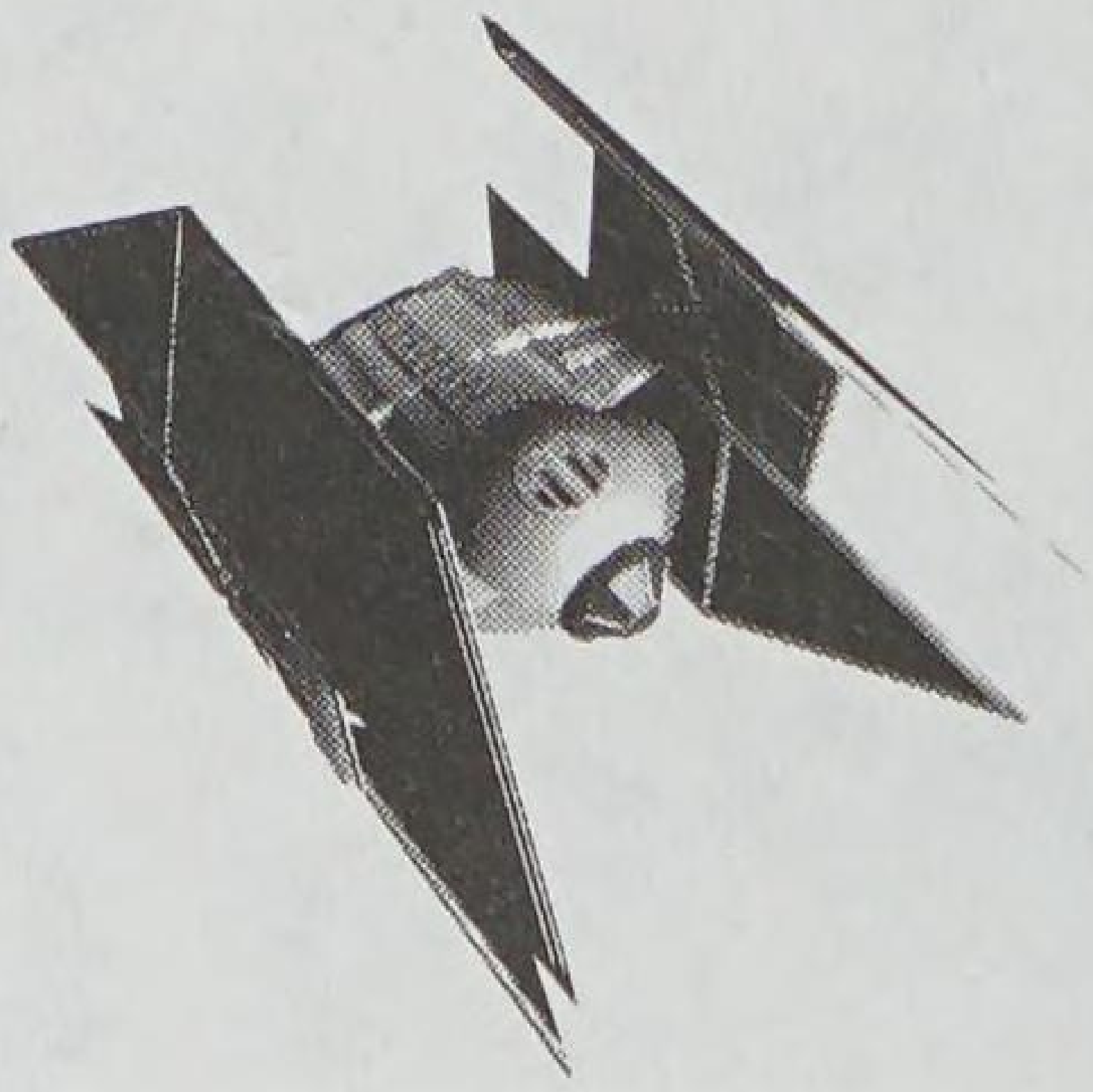
COMBAT TRAINING MISSIONS

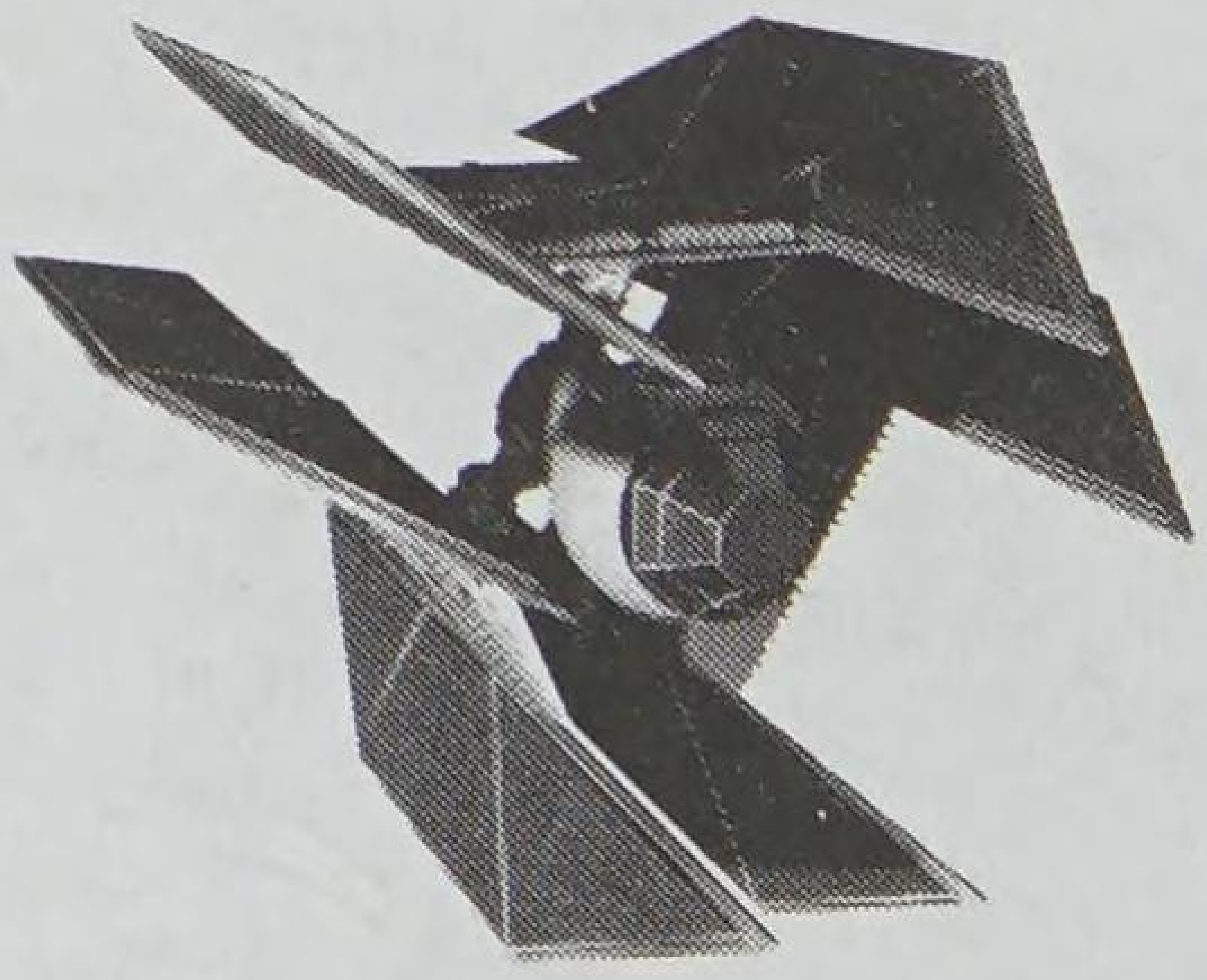












PART TWO

Combat Training Missions

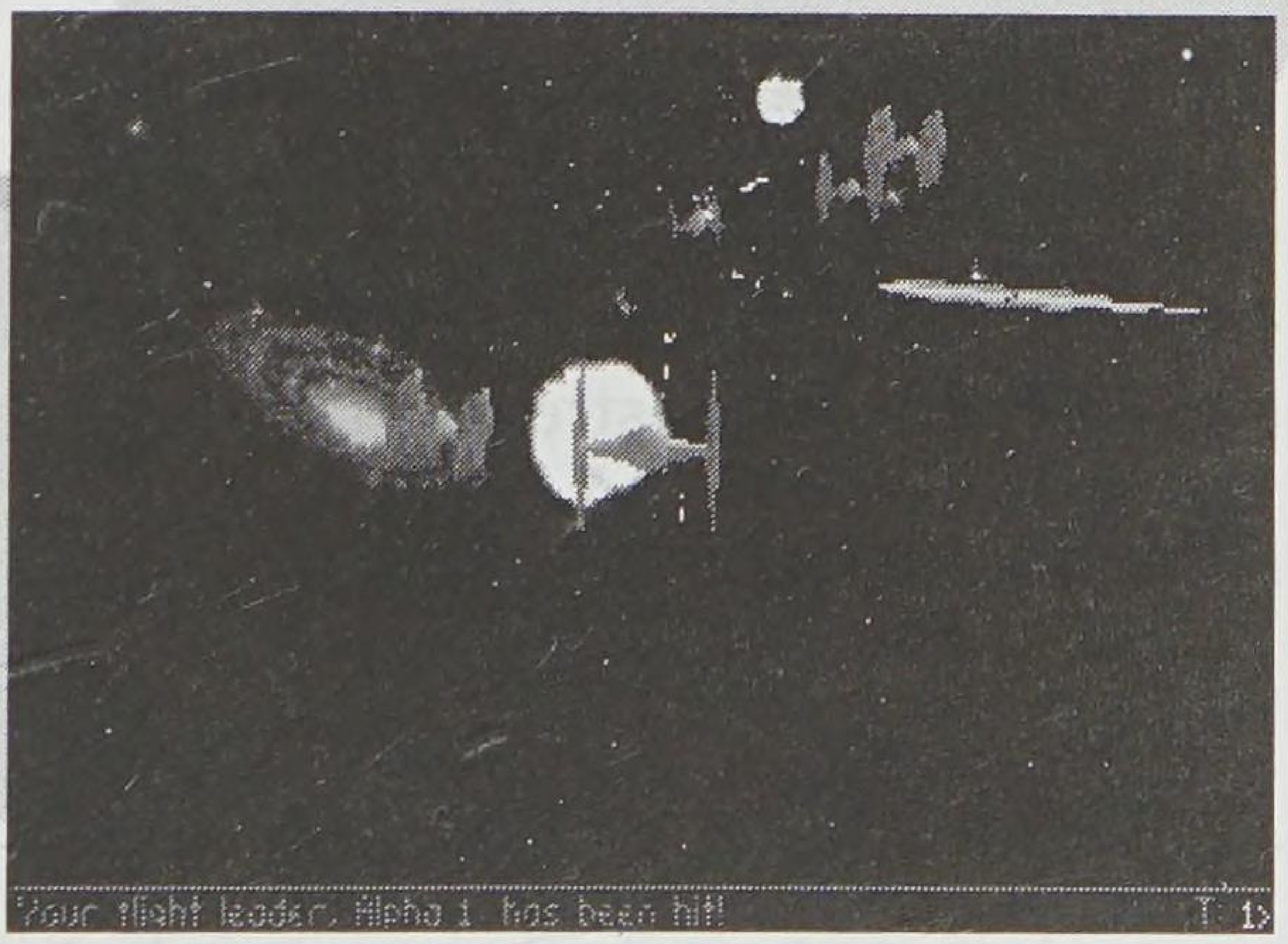
Note: There are four Historical Training missions for each starfighter you will fly in TIE Fighter. However, Historical Mission 1 for each craft is an exceptionally simple mission. Therefore, this chapter skips mission 1 and only provides information about missions 2-4. The exception is TIE Defender Mission 1, which we have included.

TIE Fighter Mission 2

Basically, learn to follow instructions in flight in this simulation of a Rebel raid on one of our supply depots.

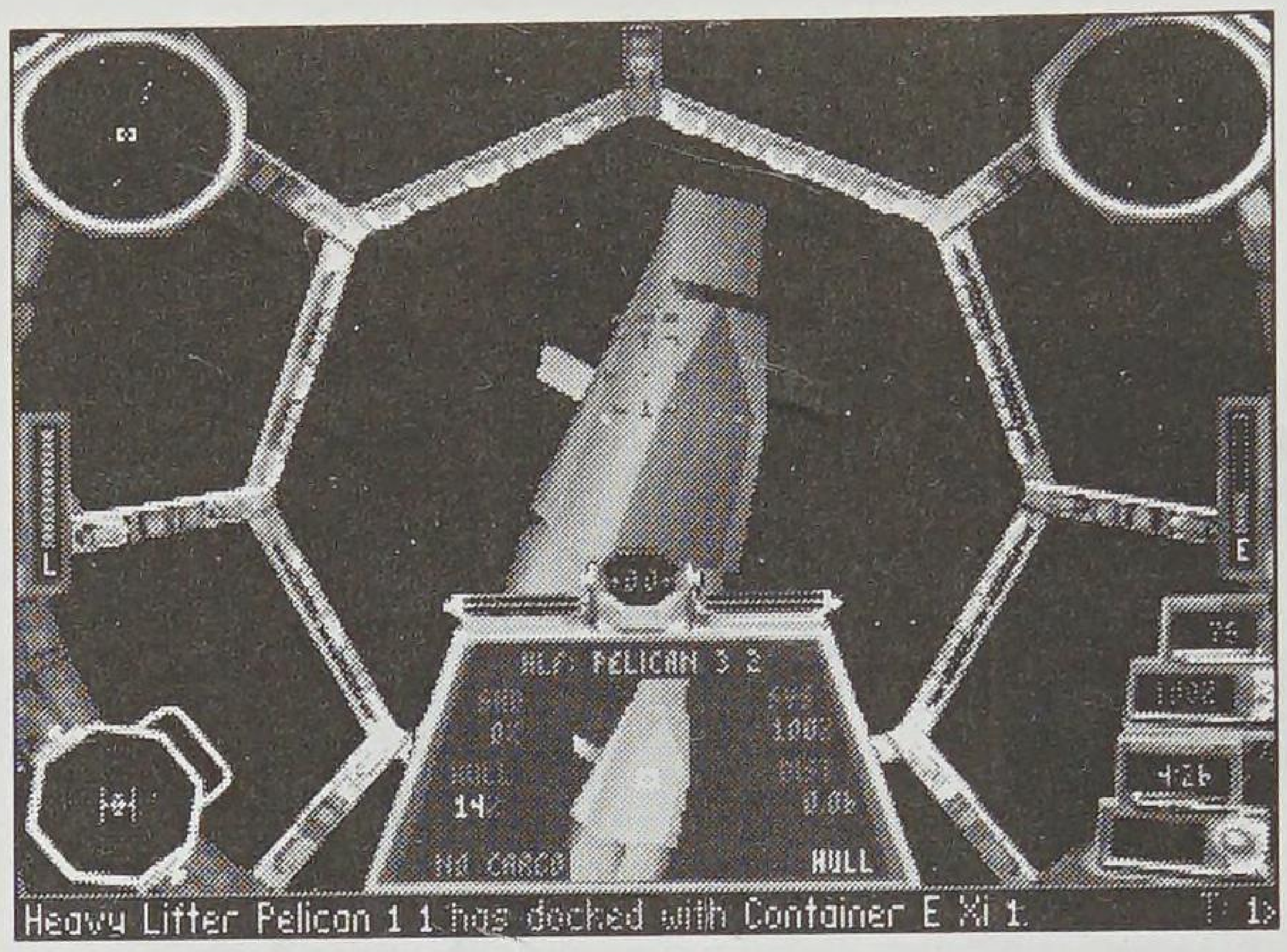
Mission Analysis

Follow instructions as they appear. Maintain formation with your flight leader until X-W Blue arrives. Turn to engage. Take out X-wings quickly. First two go down quickly, but your flight leader will be hit, leaving you



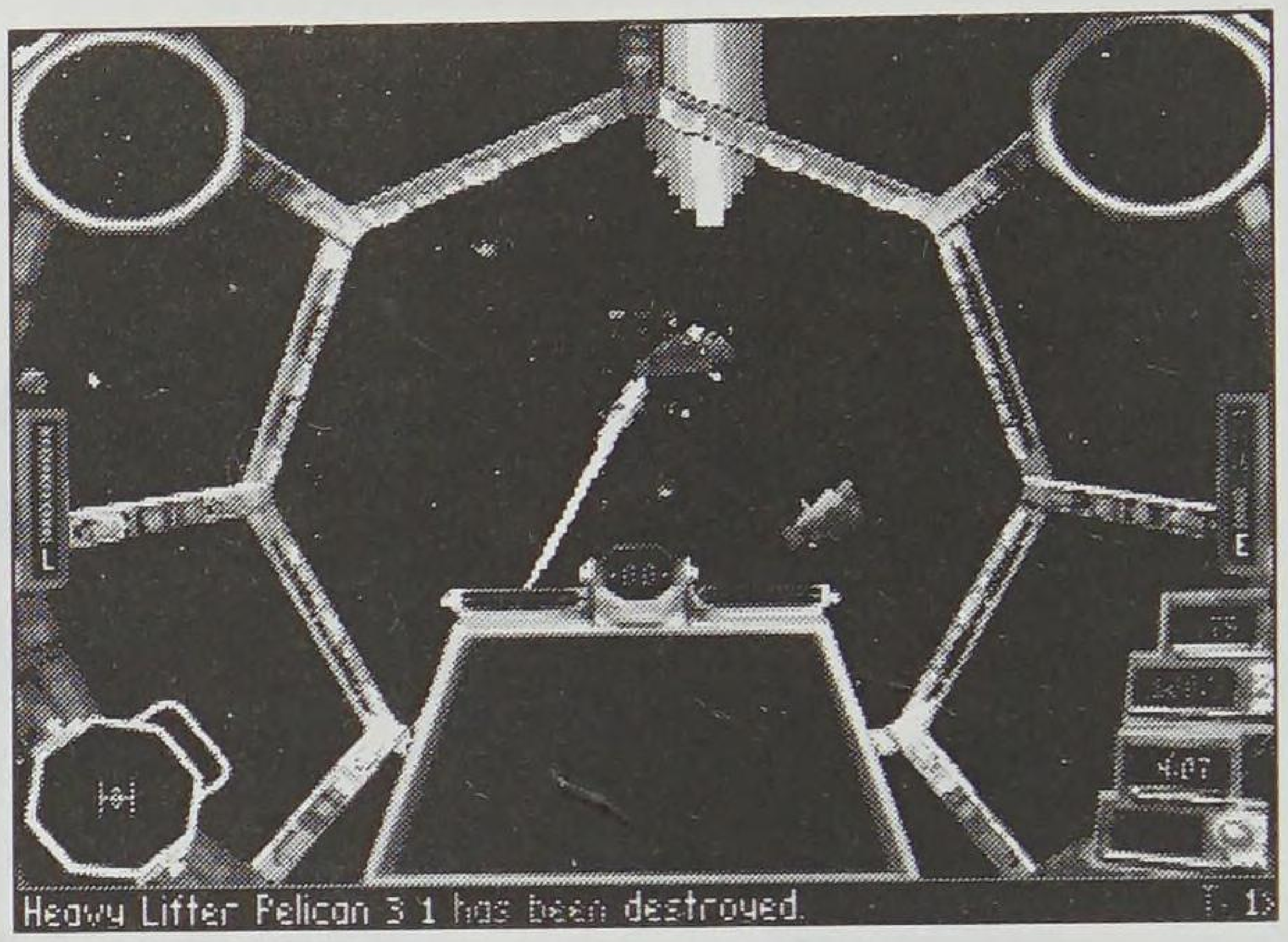
Your flight leader, Alpha 1 has been hit!

Looks as if you're the flight leader, now.



Heavy Lifter Pelican 1 1 has docked with Container E Xi 1.

Attacking a heavy lifter.



Heavy Lifter Pelican 3 1 has been destroyed.

Taking out a heavy lifter.

in charge. Go after X-W Gold next. After X-W Gold is destroyed, X-W Red will enter. The Y-wings are near the platform, doing damage and disabling it. Go after X-W Red 1 and you will get your primary mission complete message. Order your wingmen to take care of X-W Red 2.

Now go after the heavy lifters, Pelican 1, 2, and 3. When two HLFs are destroyed, the secondary mission is complete. Destroy the third to accomplish the bonus goals as well. When all three HLFs are destroyed, the containers are safe.

Debriefing

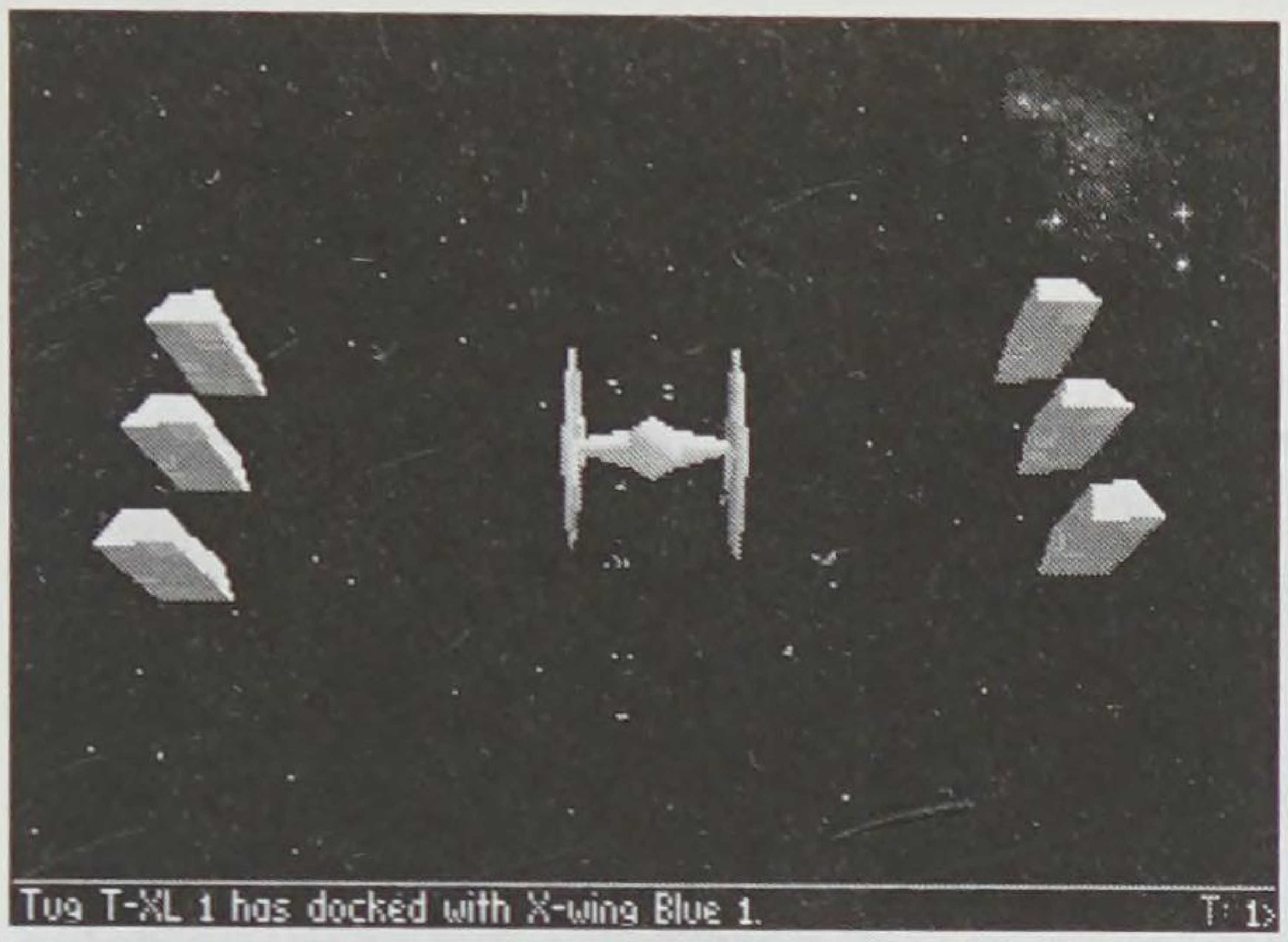
Primary Goals: Destroy 75% of all X-wings or destroy 75% of all Y-wings.
Secondary Goals: Destroy 50% of all Heavy Lifters.
Bonus Goals: Container groups Xi, Chi, and Pi must survive for 300 pts each.
Destroy all of Heavy Lifter groups Pelican 1, Pelican 2, and Pelican 3 for 500 pts each.

TIE Fighter Mission 3

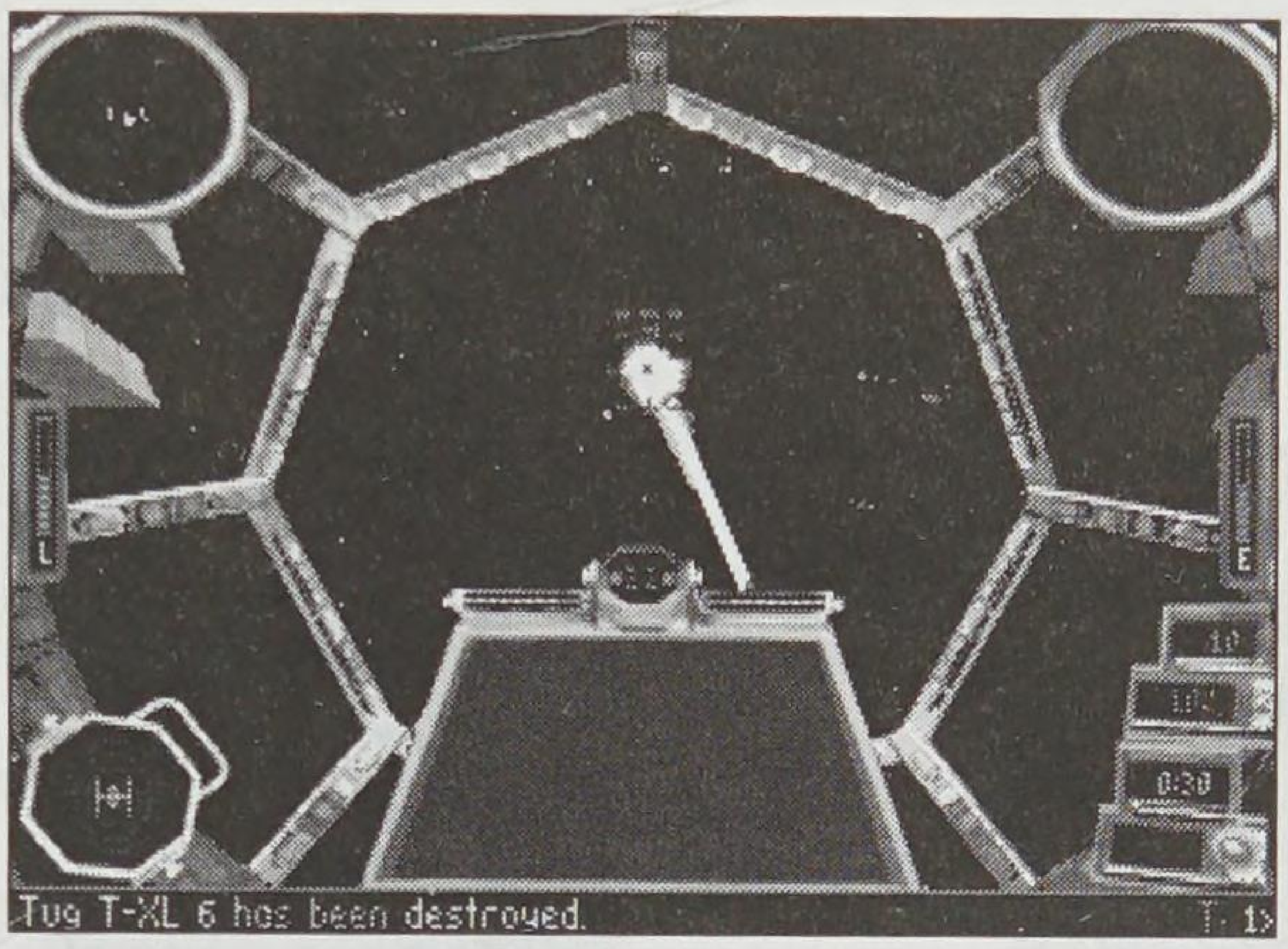
Attack and destroy various containers, tugs, and starfighters in an abandoned Rebel site. Work quickly, and choose your targets efficiently to cause the most destruction in the shortest period of time.

Mission Analysis

Go to map once you enter the mission. You'll see two stacks of containers, and two groups of Rebel starfighters among them — 6 A-wings and 5 X-wings, plus six tugs. Target the nearest active enemy craft is a TUG. Throttle up to full, put your recharge rates to maximum, and fire away. Keep after the tugs as they are activating the starfighters. If any starfighters become activated, shoot them down as well.


Tug T-XL 1 has docked with X-wing Blue 1.

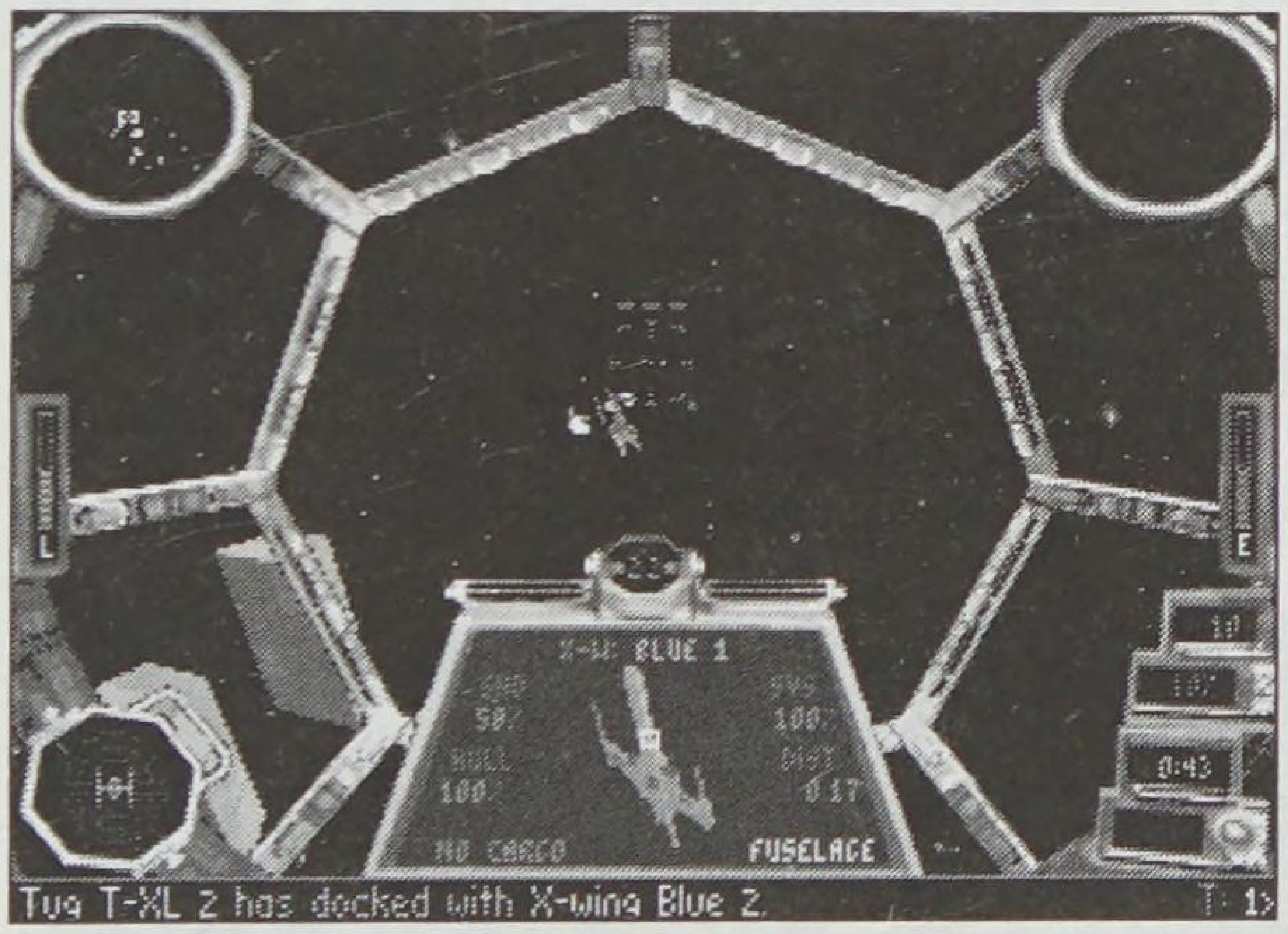
The tugs will to activate the enemy fighters.


Tug T-XL 6 has been destroyed.

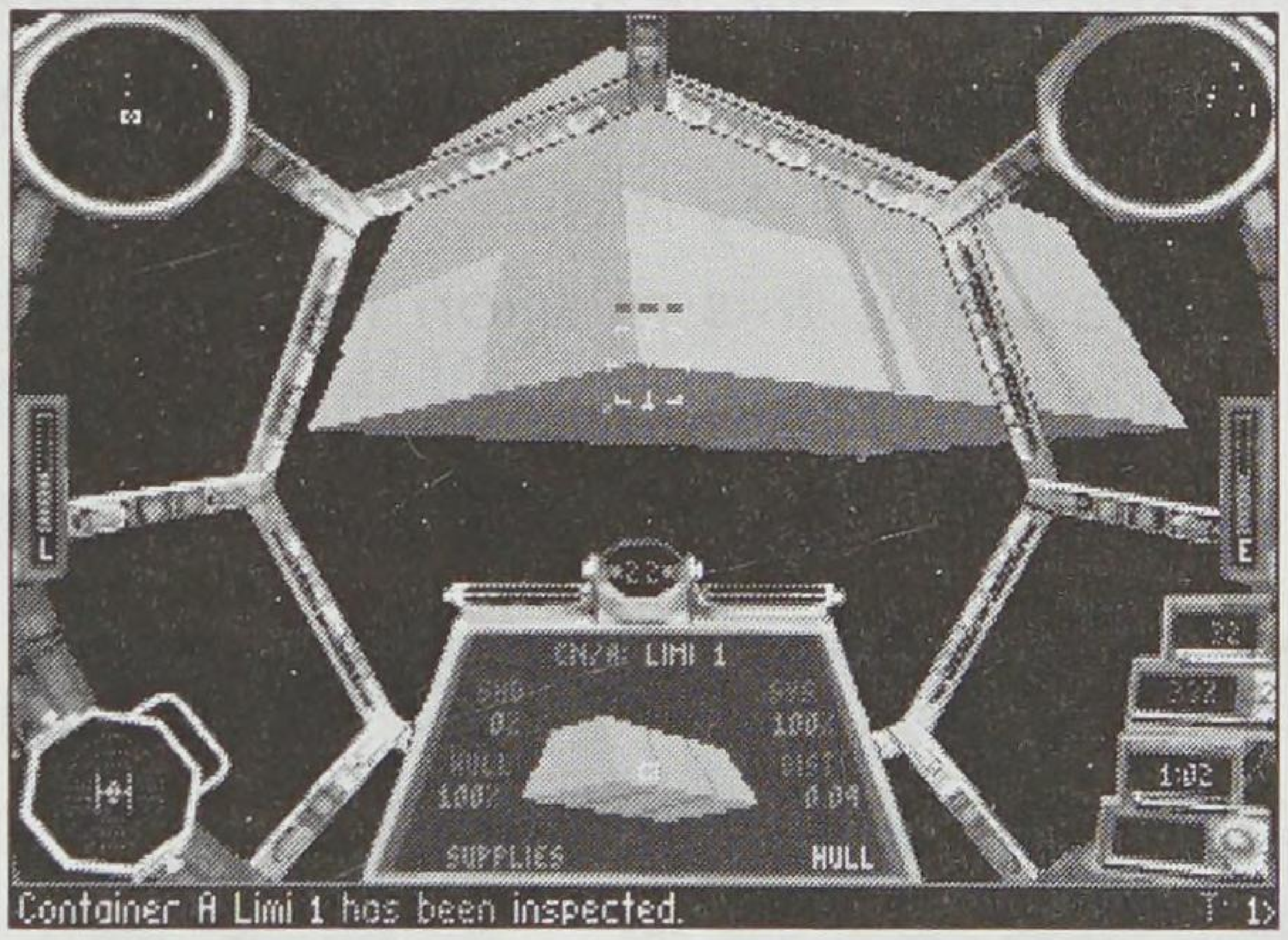
Talke out the tugs first.

Use missiles on A-wings if they become activated. Use two missiles and finish the job with guns. The A-wings will not attack you, but will circle the container area. Use them for gunnery practice.

Once all starfighters and tugs are destroyed, inspect the containers and then destroy them.


Tug T-XL 2 has docked with X-wing Blue 2.

Then take out the active fighters.


Container A Limi 1 has been inspected.

Inspect the containers quickly.

Be careful not to collide with any containers or other craft. Remember, you don't have any shields.

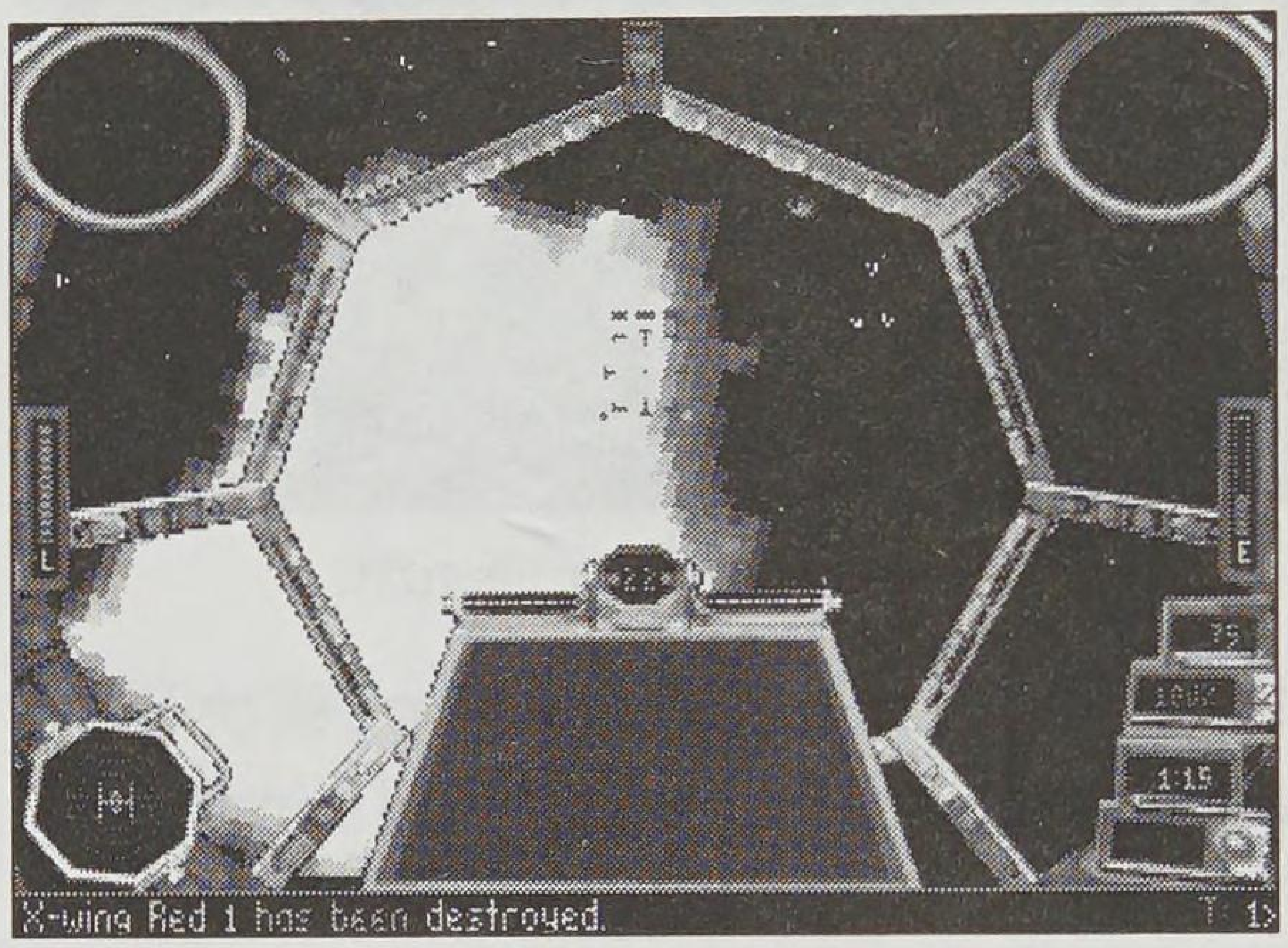
Debriefing

Primary Goals: Destroy all of X-wing Blue.
Destroy all of tug group T-XL.
Destroy all of A-wing Red.
Secondary Goals: Destroy all of container groups Vic and Limi.
Bonus Goals: Inspect container groups Vic and Limi (before destroying them) for 150 pts each.

TIE Fighter Mission 4

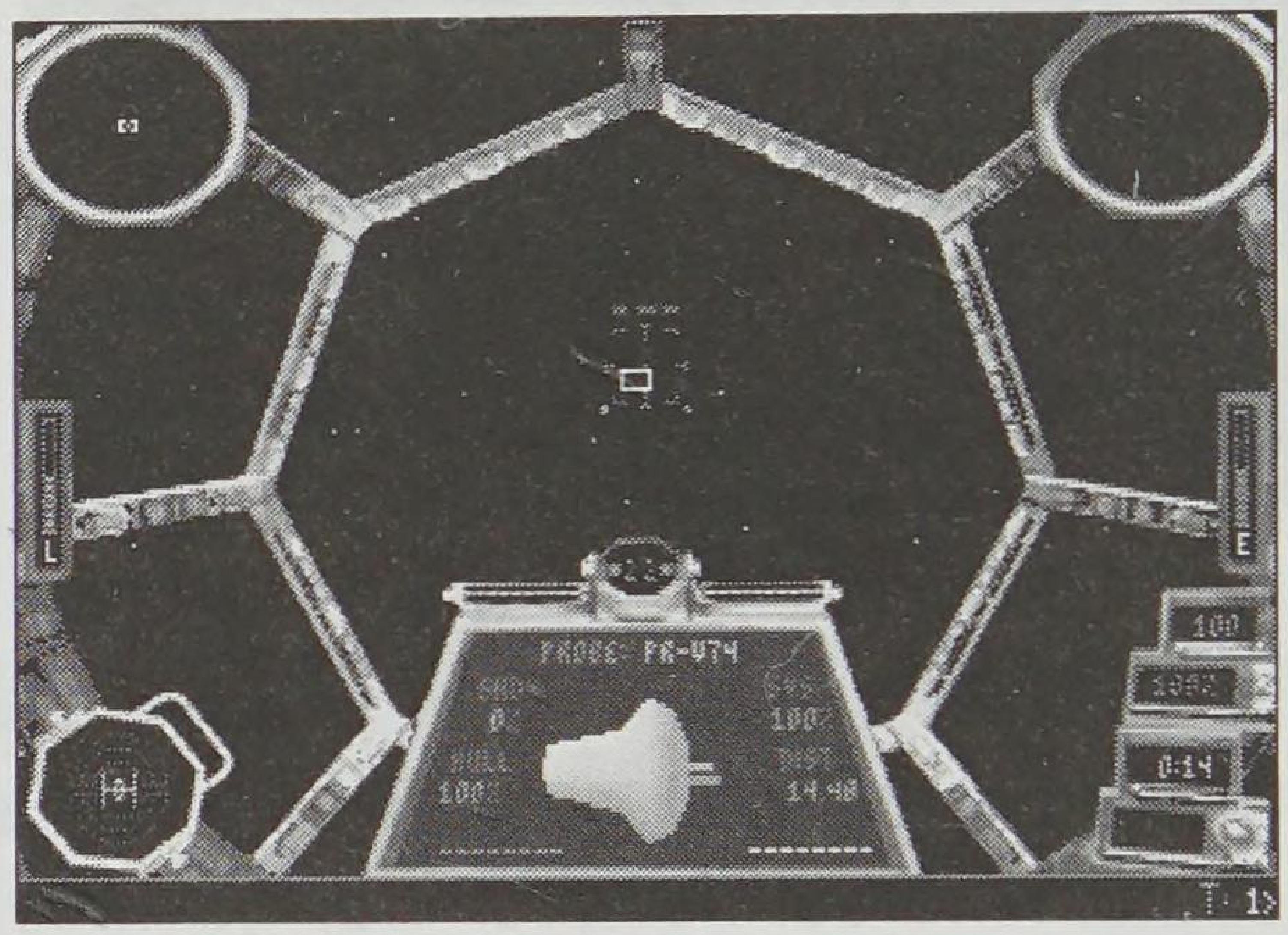
Destroy the Rebel probe, then dock with the CRV *Astin.*

Mission Analysis



X-wing Red 1 has been destroyed.

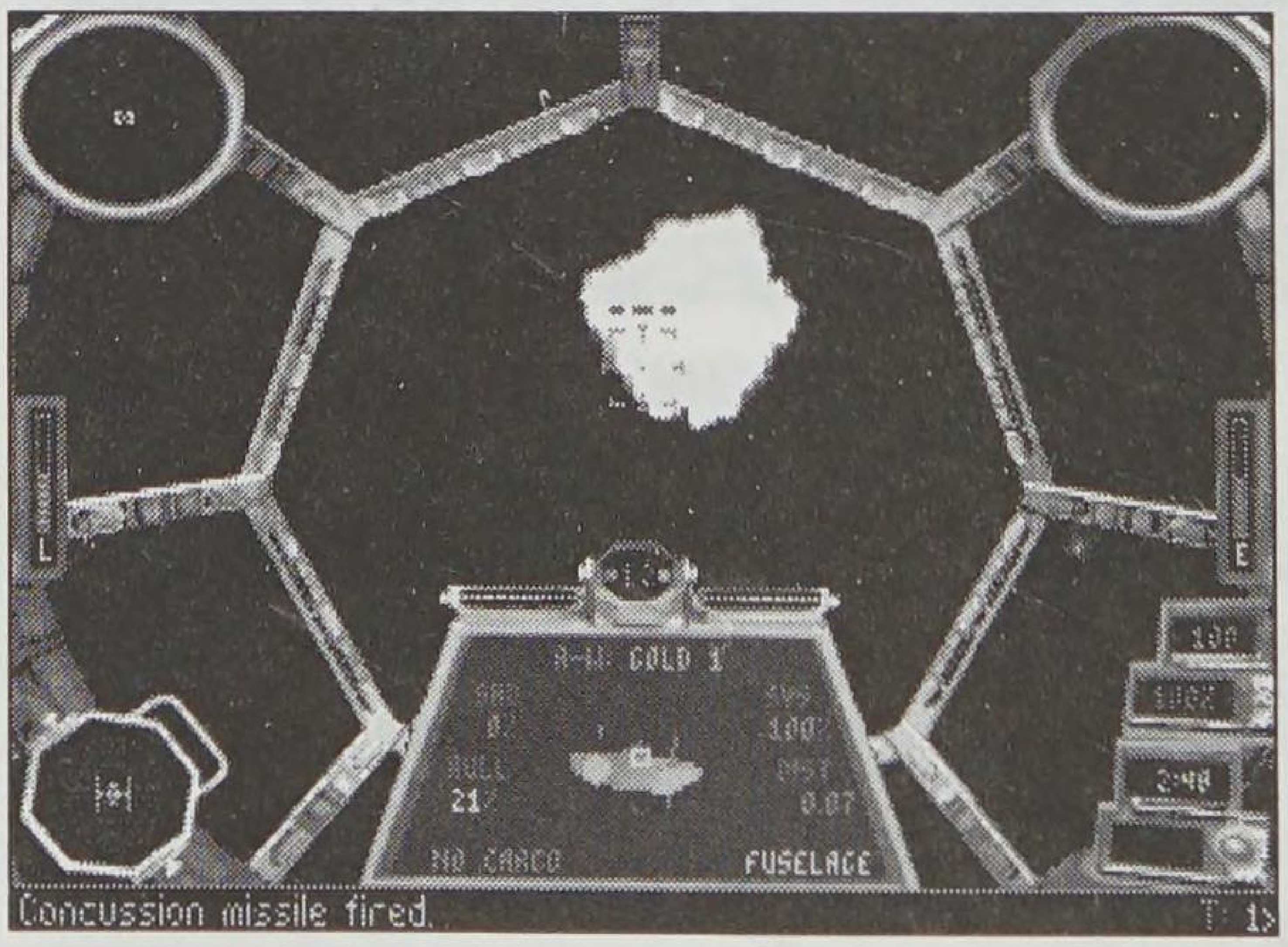
Dogfight the enemy starfighters.


PROBE: PR-V74
0%
100%
100%
14.48
100
0:14
L
E
T: 1>

The probe is more than 14 km away.

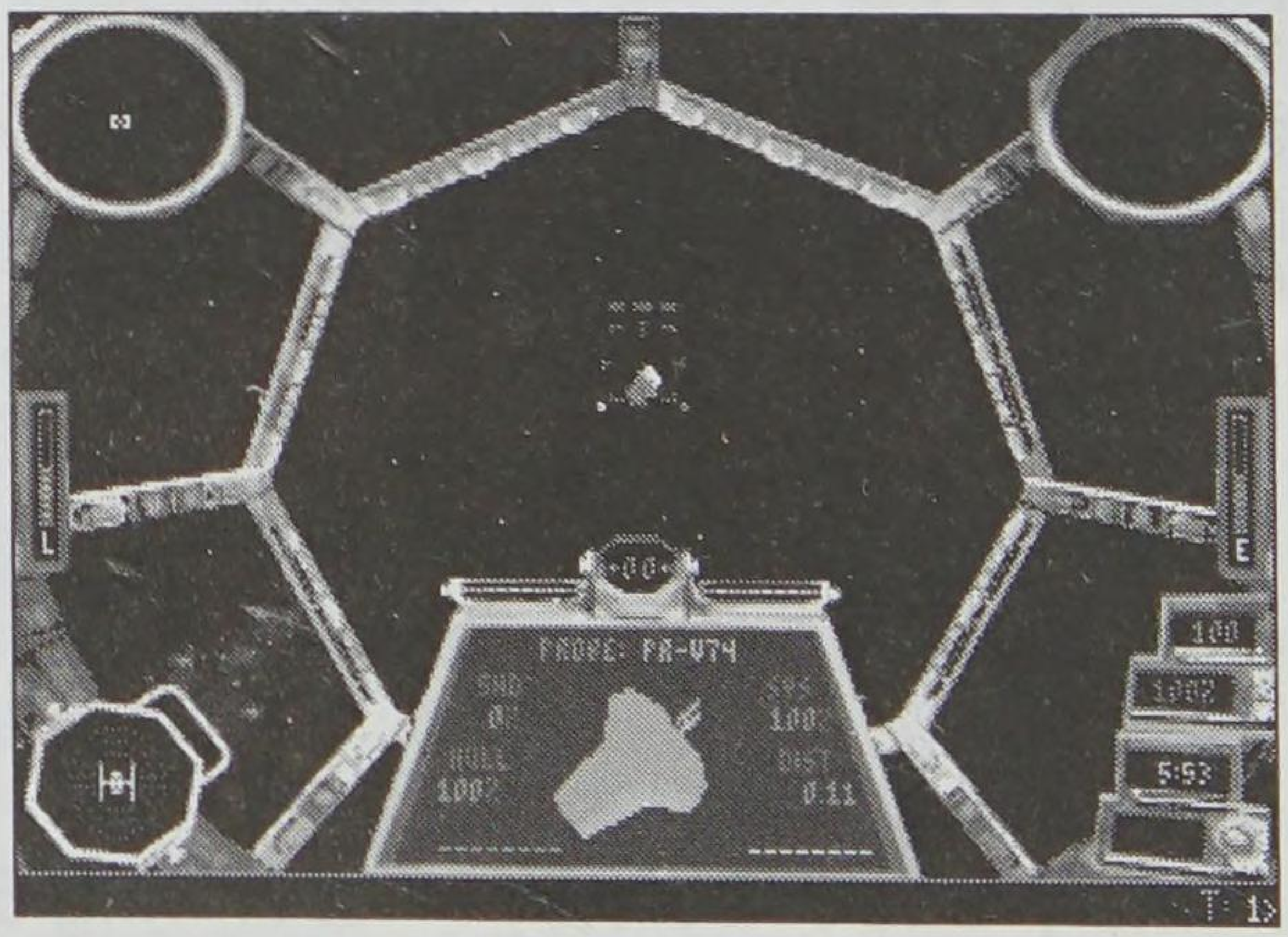
In principle, this is a very simple mission. Destroy the probe, which is about 14 km away. You have some help with a pair of gunboats. You can go after any X-wings they miss.

Basically, this mission has you dogfighting lots of Rebel starfighters for secondary and bonus goals. The primary mission is very easy, so this is basically a challenging dogfighting mission.


A-W GOLD 1
0%
100%
21%
0.07
NO CARGO
FUSELAGE
2:48
L
E
T: 1>

Concussion missile fired.

Use missiles on A-wings.


PROBE: PR-V74
0%
100%
100%
0.11
100
5:53
L
E
T: 1>

Now the probe is history.

When A-wings threaten you, use dual-fire missiles, but watch what the Gunboats do, so you don't waste missiles. Stay close to the Gunboats. If the A-wing fires a missile at you, switch to single fire cannons and shoot directly in the missile's path to knock it down. Once the probe is destroyed, the corvette will return, but it's 17 km away, so head that way with laser recharge to zero and get back to the hangar as fast aspossible. A Rebel Frigate will arrive and launch Z-95s. You can fight them or run. If you have any missiles left, use one missile on a Z-95. Finish them off with cannons.

After the first wave of Z-95s, five more Z-95s will launch. Try to stay away from the Frigate to avoid being fired upon. More Gunboats will arrive if the first ones are destroyed.

Even more Z-95s will appear if you keep fighting. Eventually, you'll either get killed, destroy all the Rebel starfighters, or run at full speed back to the corvette.

Debriefing

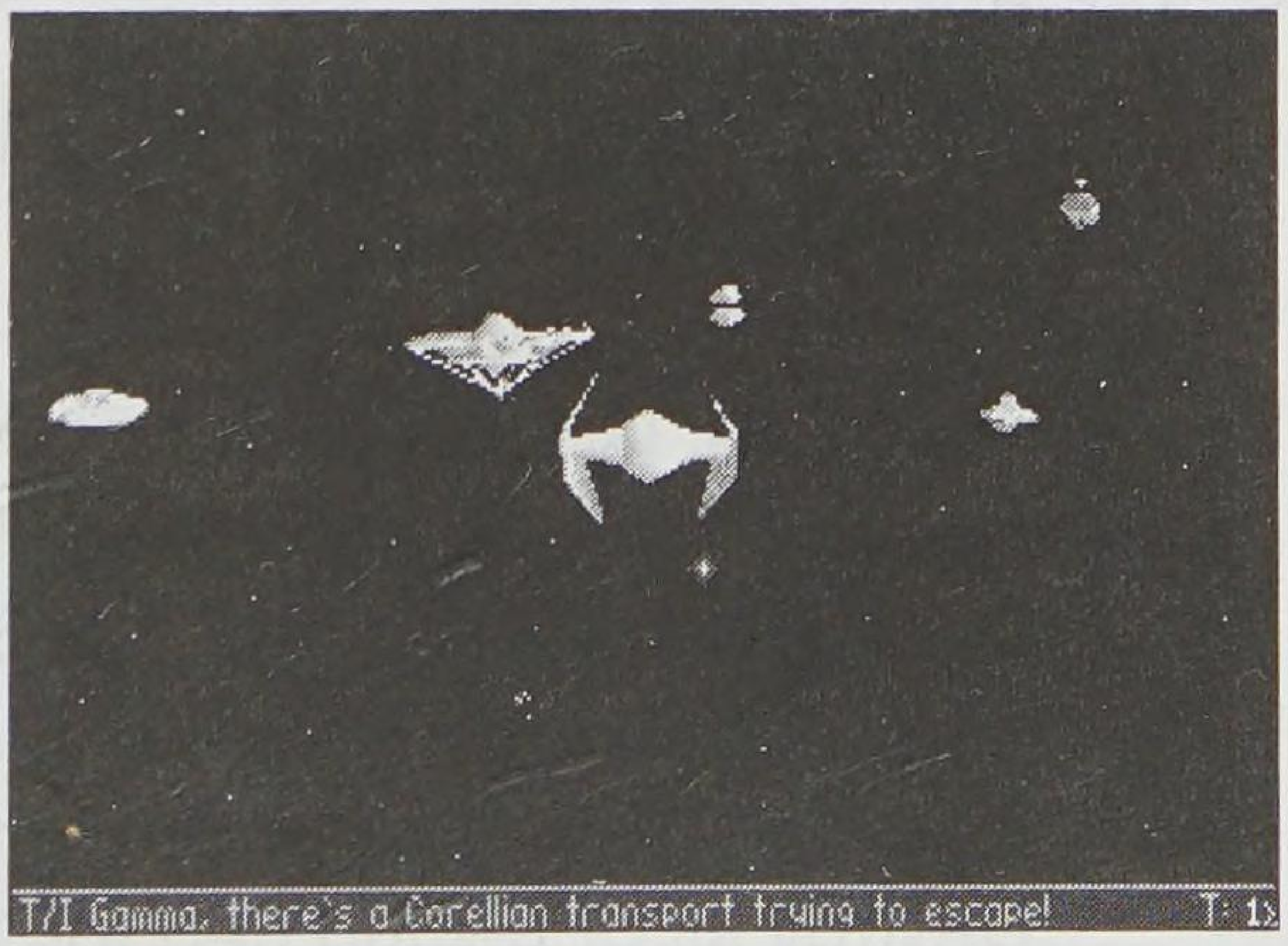
Primary Goals: Destroy probe PR-V74.
Secondary Goals: Destroy all of X-wing Blue.
Bonus Goals: Destroy all of Z-95 Headhunter groups Red (500 pts) , Blue (1200 pts), Gold (2000 pts.), and Striker (5700 pts.).
    Destroy all of X-wing Red for 500 pts.
    Destroy all of A-wing Gold for 1000 pts.

TIE Interceptor Mission 2: Ambush!

You will participate in a multi-phase mission whose objective is to lure a Rebel cruiser into an ambush. You will provide cover for our TIE Bombers during the mission, and will participate in the attack of the cruiser when it arrives. However, you must make sure the Imperial FRG *Implacable* survives as well.

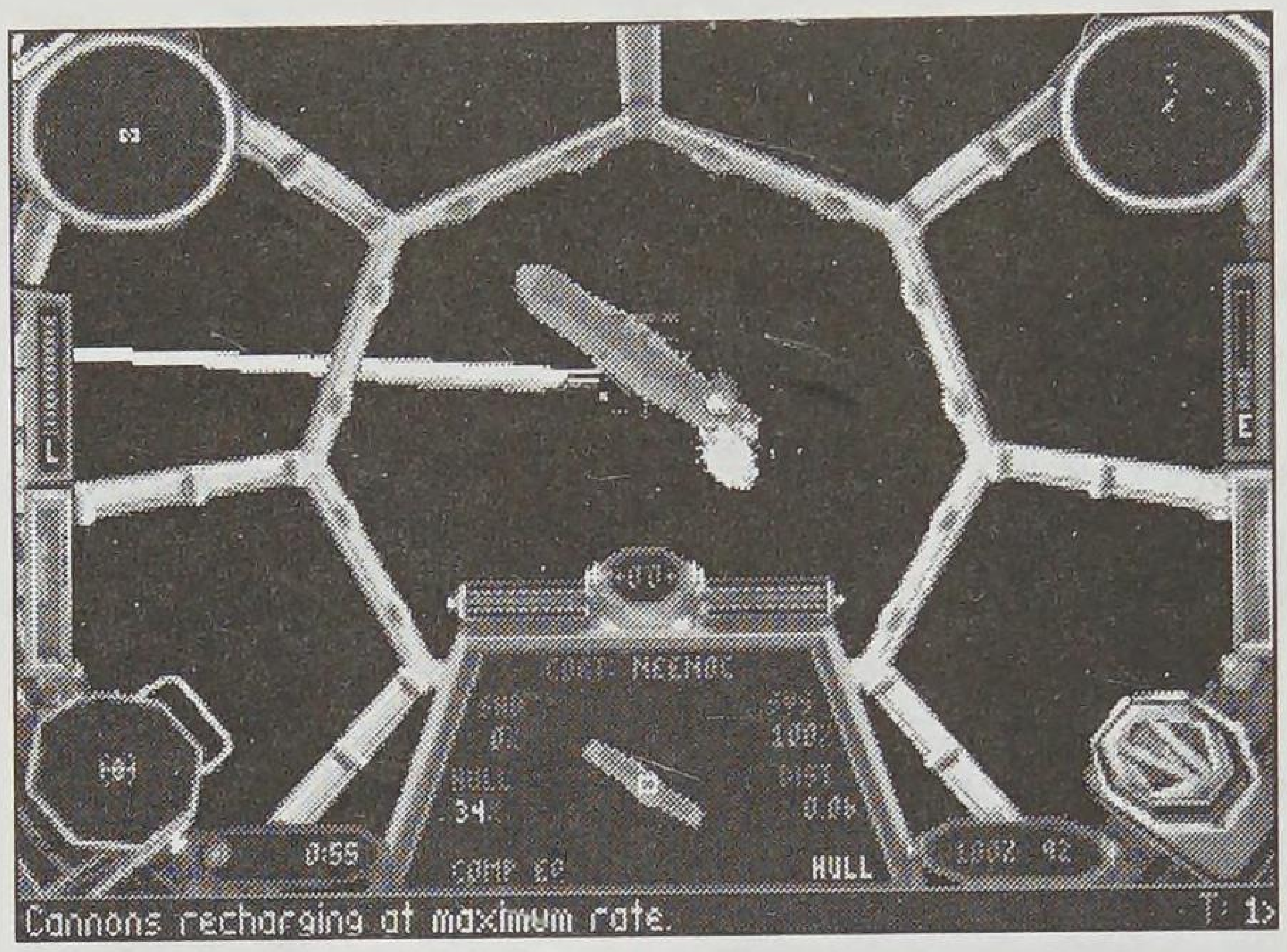
Mission Analysis

To get the bonus goal of killing the Corellian transport, target the Neenoc and shoot rapid fire with your wingmen to take him out. That's the only way to get him before he escapes to hyperspace. Next go after the Z-95s. Meanwhile the TIE bombers will be attacking the platform. If somebody else doesn't get him, destroy the System Patrol Craft, *Derdmin.*



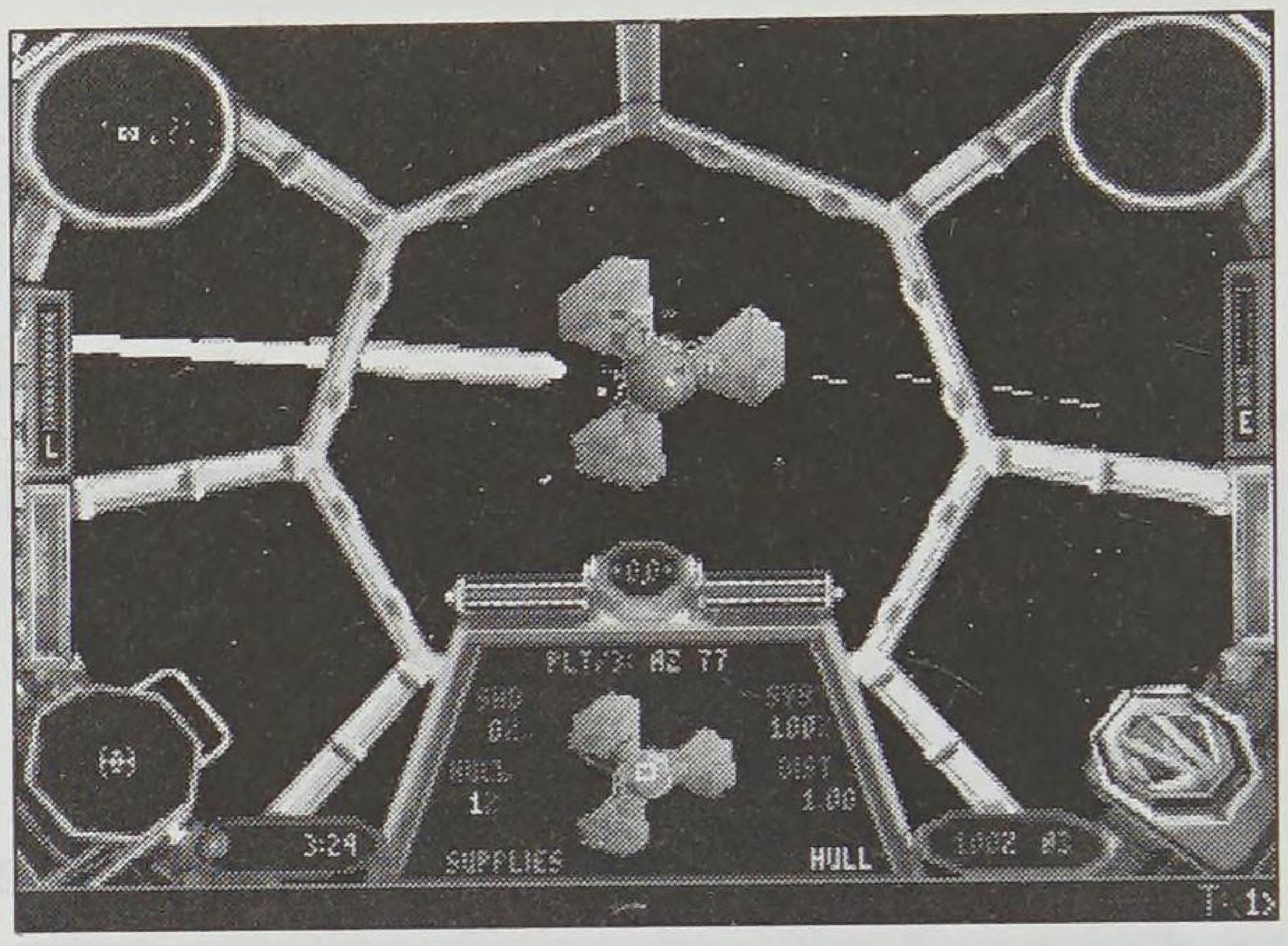
T/I Gamma, there's a Corellian transport trying to escape!

Going after the *Neenoc.*

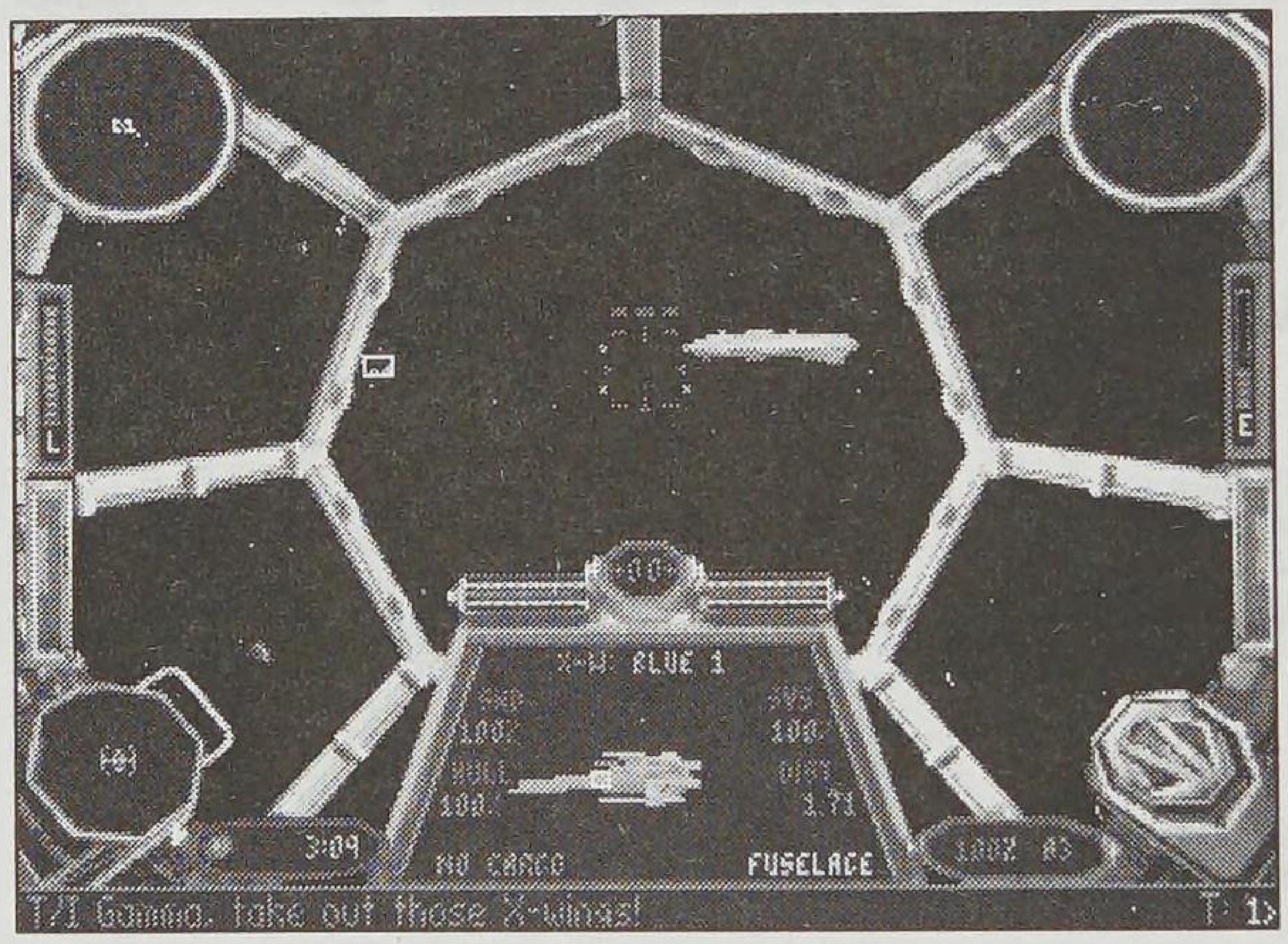

L
E
CONT: NEENOC
34%
0:55
HULL
T: 1>

Cannons recharging at maximum rate.

Shooting down the *Neenoc.*

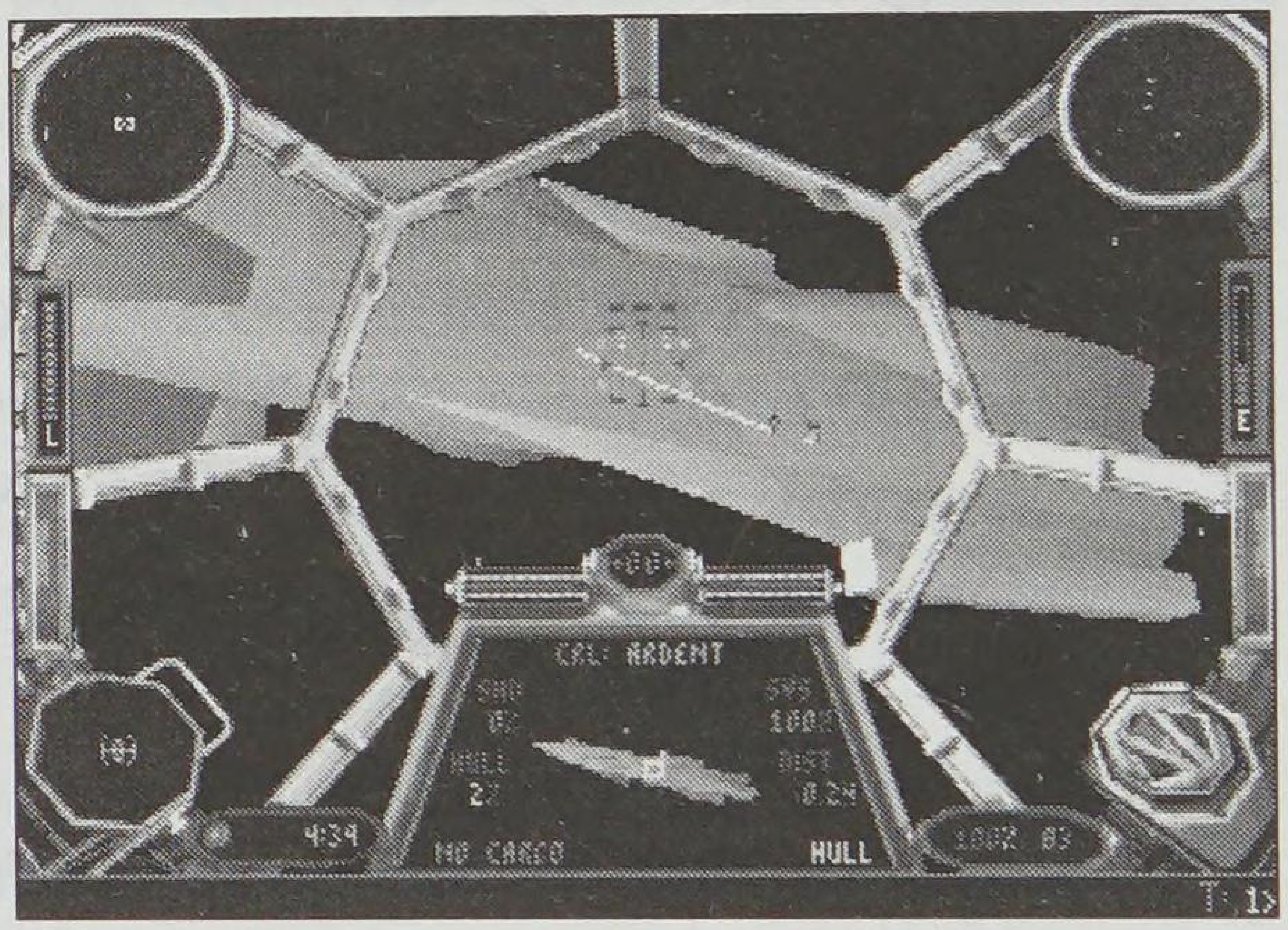

L
E
PLT/3: AZ 77
SHD
0%
SYS
100%
HULL
DIST
1.00
3:24
SUPPLIES
HULL
T: 1>

The platform is about to go!


L
E
X-W: BLUE 1
100%
100%
1.71
3:09
NO CARGO
FUSELAGE
T: 1>

T/1 Gamma, take out those X-wings!

X-wing alert!


L
E
CRL: ARDENT
SHD
SYS
100%
HULL
DIST
0.24
4:34
NO CARGO
HULL
T: 1>

Finishing off CRL *Ardent.*

Then the Calamari light cruiser *Ardent* will arrive. The TIE Bombers will take out the platform, and primary goals are accomplished.

To get secondary goals, you may attack the X-wings and Y-wings. To get additional bonus goals, you'll need to destroy A-W Gold and B-W Red. Basically, keep dogfighting as long as you can.

Debriefing

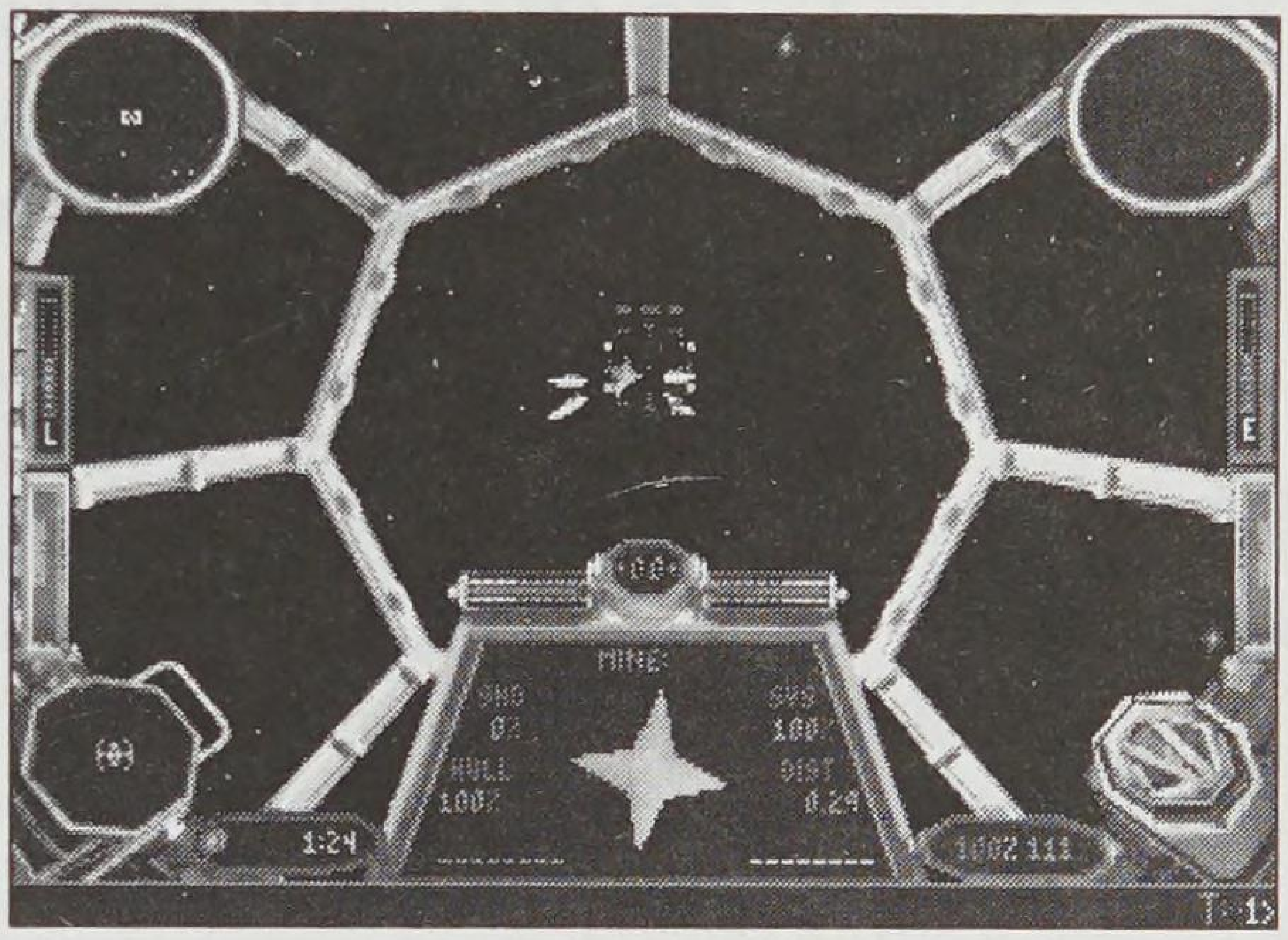
Primary Goals: Destroy all Z-95 Headhunters.
  Destroy platform AZ 77.
  Destroy Patrol Craft *Derdmin.*
Secondary Goals: Destroy CAL *Ardent.*
  Destroy all of Y-wing groups Red and Gold.
  Destroy all of X-wing groups Blue and Red.
Bonus Goals: Destroy the Corellian transport *Neenoc* for 500 pts.
  Destroy all of A-wing Gold for 500 pts.
  Destroy all of B-wing Red for 1000 pts.

TIE Interceptor Mission 3: Clear Minefield.

Everybody's favorite. Clear the minefield so our transport can board the containers they protect.

Mission Analysis

Go into quad-fire mode. Keep moving and flying erratically. Target a mine and fly straight just long enough to get it in your sights, fire, and turn immediately away. Don't wait to see if you hit the mine. Keep moving erratically. Try not to get too close to the minefield, but pick away at the edges and work your way through it.



Targeting a mine.

While destroying the mines, leave your laser recharge rate at normal. There's a lot of stored energy in the T/I's four cannons, so you can gain some speed that way. When you're done with the mines, turn the recharge rate up.

Now go inspect the containers quickly so the boarding operation can begin. This will signal TRN *Sigma 1* to launch. You can destroy the other containers now, leaving only the one with the equipment.

Now three Rebel transports will arrive. Best to go after them and keep them off your frigate. Keep harassing them so they can't make torpedo runs. On a T/I, quad fire can be very effective because the spread of fire is not too wide. In single-fire mode, you can break up the attack runs, then keep after the enemy transports until they are destroyed. Next, some shuttles will arrive, but there are no goals or bonuses associated with them. Fight them if you want, or return to the hangar.

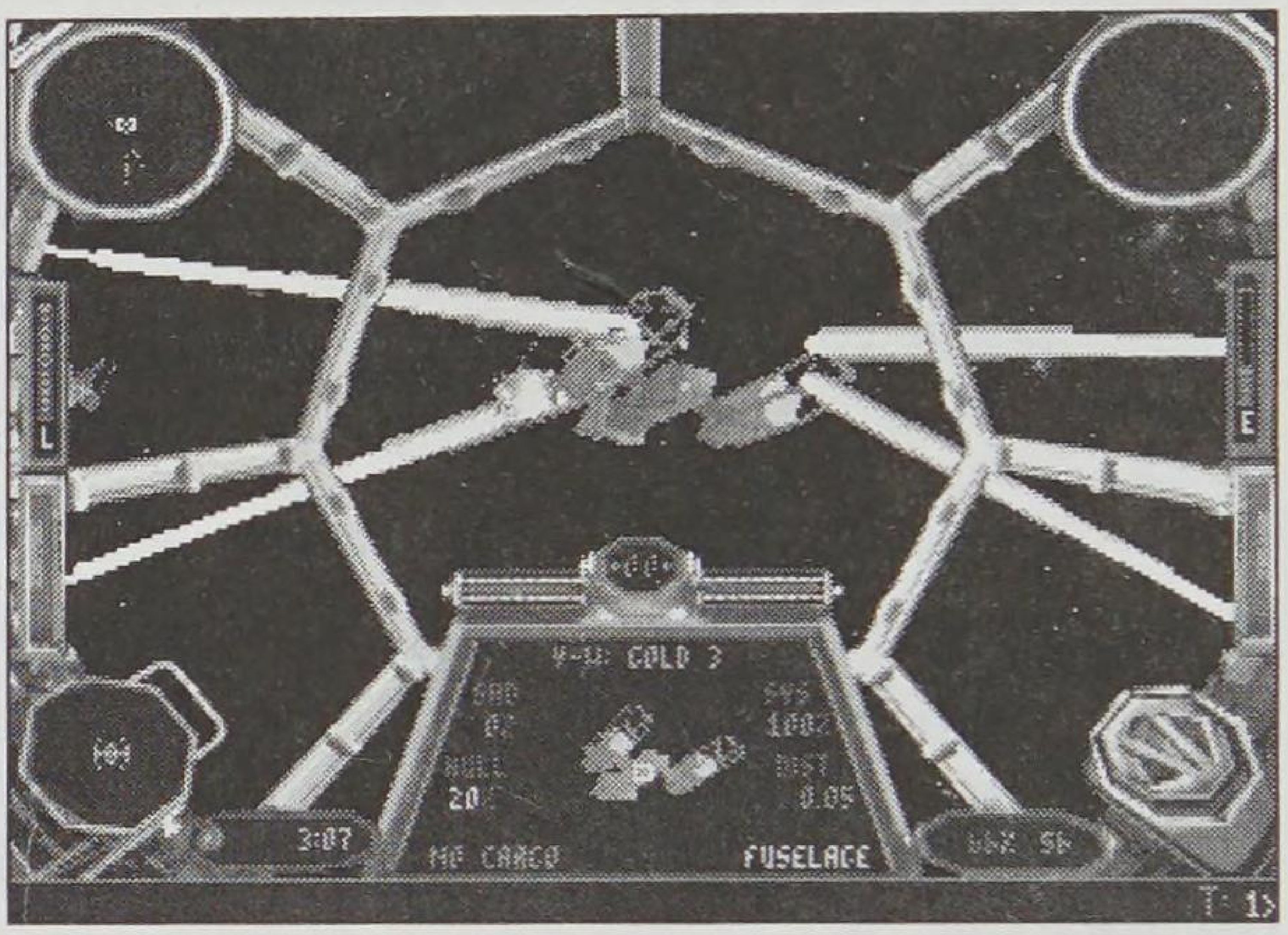
Debriefing

Primary Goals: Destroy all mines.
Bonus Goals: CON *Koss* (with Equipment) must be boarded for 1000 pts.

TIE Interceptor Mission 4: Combined Attack

Join in an attack on a Rebel space depot. Take care of the enemy starfighters while the bombers take out the containers.

Mission Analysis



Blasting Y-W Gold 3.

You're told to go after starfighters first, but since the tugs are delivering pilots to the other craft, go after them first. Have wingmen take out some while you attack the others. Check the map to find where they all are. Target the lead ship in each tug group first (T-SE 1 and T-SF 1) and place them in memory locations F5 and F6 respectively. Set throttle to full and laser recharge to zero to get there quickly. Switch to quad-fire mode and take out T-SE 1. When you get close, set recharge to maximum and throttle to 1/3 and take out the first tug. Switch to T-SE 2 and take it out as well. Continue to destroy all the tugs as quickly as you can.

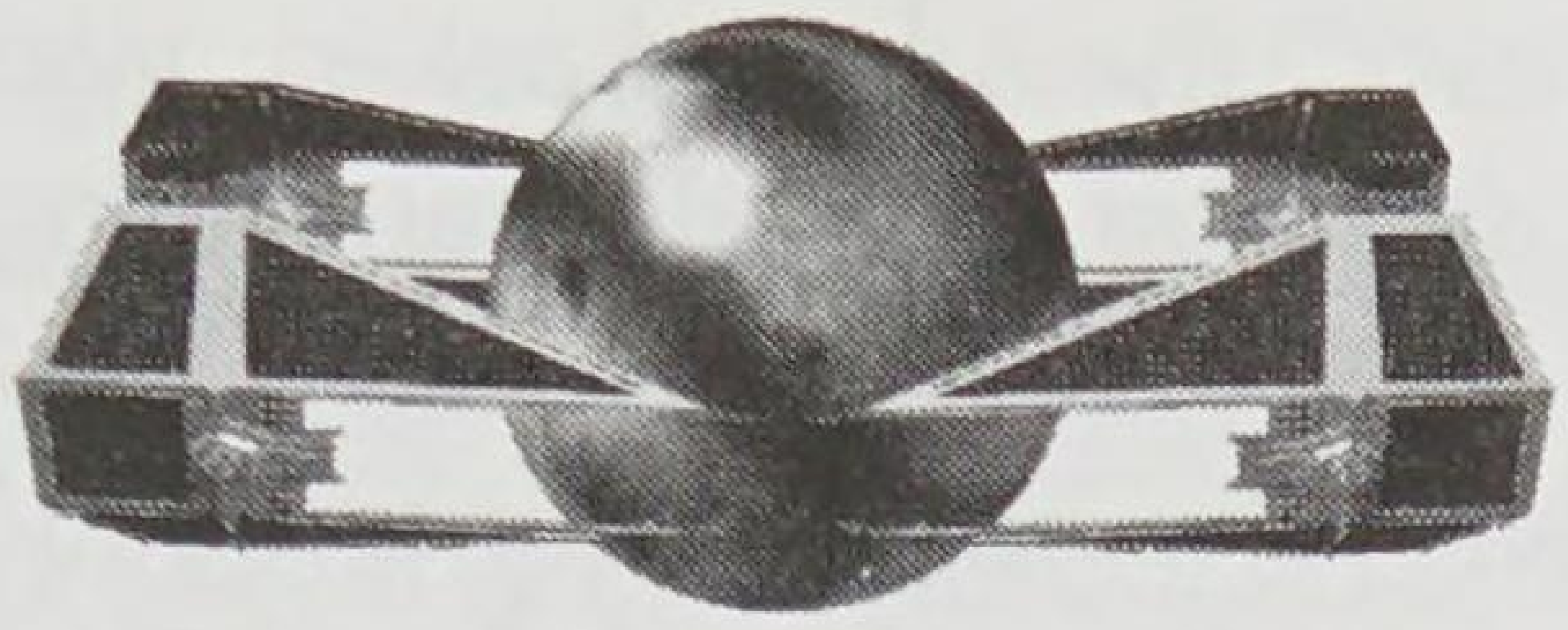
Go to full throttle and engage the nearest enemy Y-wings. Meanwhile the T/Bs will take out the containers and your secondary goals will be complete.

After the Y-wings, go after the transports and shuttles if any remain. If any shuttles or transports did not get pilots, they will still be unmanned. Target and destroy them.

Note: To get the container transport Moth, you have to go after it early in the mission, or it will escape to hyperspace by the time you complete all the other mission objectives.

Debriefing

Primary Goals: Destroy all of shuttle group Revt.
Destroy all of transport group Bultz.
Destroy all of tug groups T-SE and T-SF.
Destroy all of Y-wing Gold.
Secondary Goals: Containers Duce 1, Duce 2, and Duce 3 must be destroyed.
Bonus Goals: Container transport Moth must be destroyed.



"You cadet Stele?" A pair of troopers stood near the simulator.

"I'm Stele," Maarek acknowledged.

"Come with us," the first trooper said.

Puzzled, Maarek followed as the two troopers led him out of the simulator complex, through the concourse, and into one of the main tunnels aboard the Star Destroyer. There, they motioned him to board a skimmer — one of the small hovercarts that were often used to cover the large distances within the Star Destroyer, especially when speed was important. At just around 1600 meters in length, going from one end of the Star Destroyer to the other could take time, and many of the pathways through the ship were anything but straight!

Maarek kept his silence, as did the troopers, but he wondered why his training had been interrupted. Had he done something wrong? Even though he was now a legitimate member of the Imperial Navy, he retained some uneasiness about his presence aboard the Star Destroyer and his place within the Empire. Had they found some defect in his character, or discovered some secret he didn't know he had?

They rode up several floors on a large elevator, and soon it became apparent that they were heading toward the bridge. Maarek had never been on the bridge of the *Vengeance*. Few non-bridge personnel were ever invited there, and Maarek saw no reason why he should be an exception.

He did not see the bridge this time, either. They turned off the main tunnel, then wound around through several other tunnels, ending up in a small hallway that stretched off into the distance. The troopers halted the hovercart and climbed down.

"This way," said the one that talked. The other remained silent, but his eyes were watchful.

They led Maarek to a plain hatch. It had no markings, and was indistinguishable from many similar hatches in hallways all over the ship. Maarek had no idea how they even knew this was the right one.

The hatch irised open and the troopers motioned Maarek to enter. His heart skipped a beat. What awaited him inside? It was mysterious.

Inside, he was assaulted by the color green. There were plants everywhere. There was also a pleasant, though unfamiliar scent. It smelled vaguely like the shimsa flower from Maarek's home planet, Kuan, but there was another scent mixed in — like pepper or benthe berry tea. The air was thick, and Maarek realized that it was very humid. From somewhere, Maarek heard the sound of running water. It was as if he stood on a planet somewhere, not in the middle of the metal hulk of a Star Destroyer.

Amid the greenery, Maarek began to notice the brightly colored flowers, ranging from vivid pink to dusky orange. A few were tinged with lavender or aquamarine. They were thick, almost fleshy, and seemed to shiver in the dampness. Maarek noticed that each flower he observed was pointed directly at him. He was about to move to investigate one of the flowers when Mordon spoke.

"Do you like my little retreat?" the admiral asked. With a start, Maarek realized that the admiral was standing close by, partially camouflaged by a great green bush almost twice his height.

Before Maarek could answer, the admiral continued. "Come, cadet Stele, join me for a few moments." He beckoned Maarek to follow him and walked back into the . . . jungle was the only appropriate word.

Maarek followed hesitantly. He noticed that the flowers remained facing him, even when he moved. So fascinated was he with the flowers that he failed to notice the small waterfall and the table and chairs nearby until he had nearly stumbled into one of the chairs.

"Have a seat," said Mordon with a slight chuckle.

Off balance, Maarek did as he was told and plopped ungracefully into the chair. He felt foolish, but was too overwhelmed to care. How could such a natural garden exist on the Star Destroyer? It seemed somehow out of place in the Imperial scheme of things.

As if in answer, Mordon said, "Most Star Destroyer admirals have their . . . eccentricities. Some collect artifacts, some have elaborate holo units designed to simulate whatever they desire to experience. For me, I grew up on a planet full of natural beauty. I come here to think, to find my own brand of solitude."

Finally, Maarek found his voice. "It's beautiful, sir."

Mordon laughed. "And you're probably wondering why I had you brought here," he stated.

Once again, this was the foremost thought in Maarek's mind. He nodded. "Sir?"

The admiral reached over and poured a steaming liquid into two cups and gestured for Maarek to take one. As Maarek tasted the biting liquid, Mordon sat quietly, his eyes closed and his breathing very even. When he began to speak again, his voice was slow and seemed slightly distant. "Let's say you remind me of someone. Also, you did me a favor once, and I'd like to repay it. Or maybe I want something more from you." Mordon's eyes opened slightly.

Instantly Maarek was suspicious and he felt himself grow very still. The steaming cup burned his hand, but he remained frozen in place. What did it mean when an admiral wanted a favor of a raw cadet?

But Mordon either didn't notice Maarek's sudden wariness, or he chose to ignore it. "I am a very good judge of character, Stele. Can I call you Maarek?" He didn't pause for an answer, but continued as if the question required none. "I think you have certain qualities that I want to encourage. . ." He closed his eyes again and there was silence other than the sound of water splashing on rock.

Maarek waited, noticing that the flowers were still pointed directly at him. Only at him, not at the admiral.

Suddenly, Mordon seemed to come alive again. "So, Maarek, how are you doing in the simulators? Your reports are excellent."

Slightly startled, Maarek answered without thinking. "Simulators are fine, I guess, sir. But not like the real thing."

Mordon smiled. "Of course not. But you must be patient. What you learn there may preserve your life."

"Yes, sir." Everyone said the same thing.

"And how do you like your new role as a citizen and soldier of the Empire?" Mordon asked.

After weeks of silence and keeping his own counsel, Maarek surprised himself by answering honestly. "I've seen very little so far. The Empire is as good as any political system, I suppose. Bringing order and prosperity to the galaxy and all. But I don't know. Anyway, what really interests me is finding out what happened to my father." As soon as he blurted it out, he wished he hadn't said anything.

But Mordon only said, "Ah, the scientist. . ."

Maarek sat unconfortably for a moment, feeling acutely observed. Then Mordon spoke again. His voice was low. If Maarek hadn't known better, he would have called it conspiratorial.

"There are some things you cannot talk about with the people around you, but it is necessary to tell someone," he stated. "All is not as it seems within the Empire, cadet Stele. There are mysteries and events seen dimly in the fog." The mood passed suddenly. "Finish your tea, Maarek, and come see me again soon." The admiral stood up, and started to leave. Casually, he handed Maarek a small ring — a simple band with an oval-shaped disk of metal on the top. "Wear this until you get outside. Then give it to the troopers. Don't put it down!"

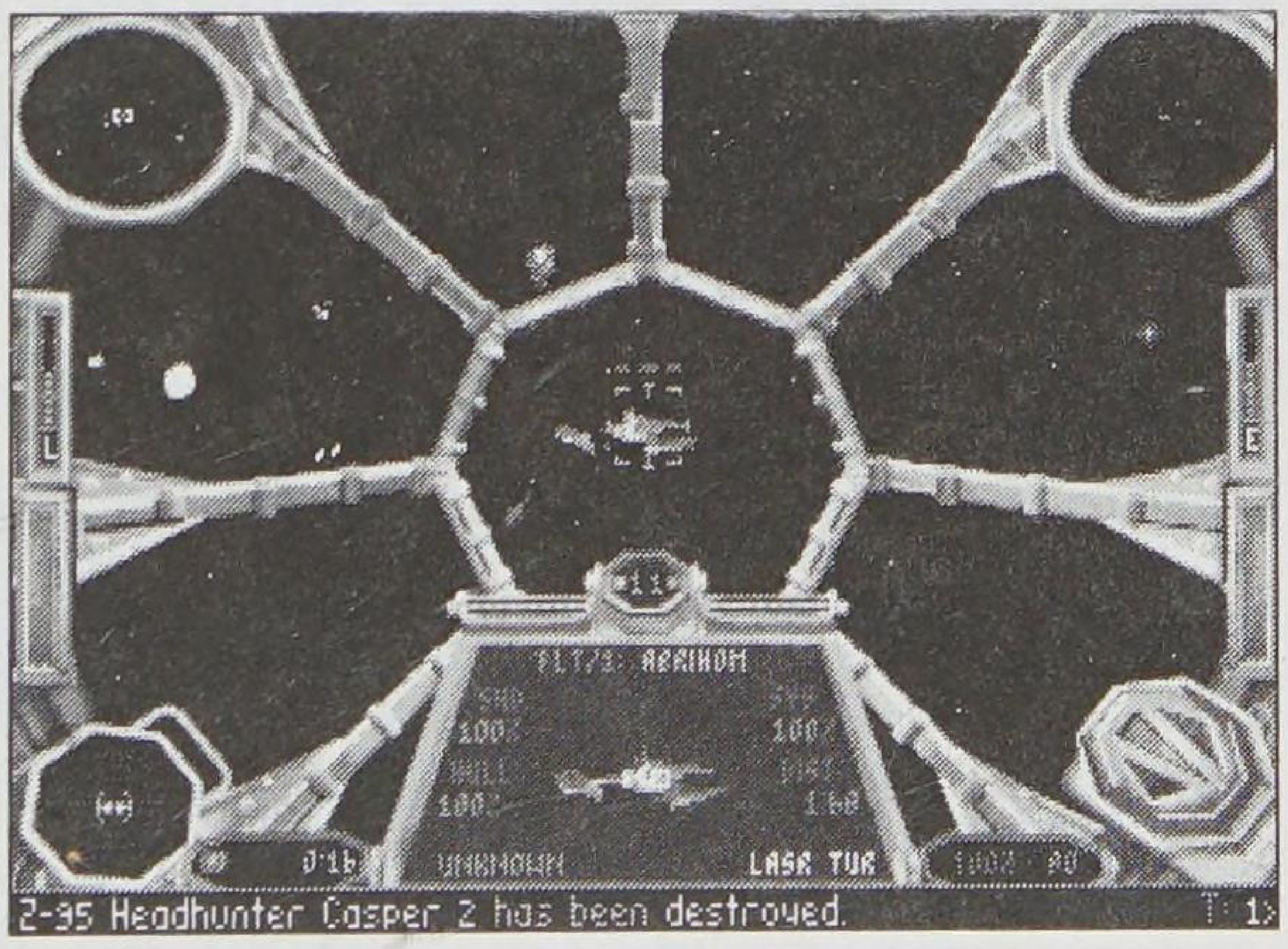
The stern warning confused Maarek, but the admiral was already leaving and he had no chance to ask why not. He quickly finished his drink and made his way back to the hatch and the bleak, but familiar metal halls of the Star Destroyer.

TIE Bomber Mission 2: Space Bombs

Learn to use space bombs by attacking three platforms in conjunction with the FRG *Implacable*. Take out the first platform, then join in the destruction of the other two. You may call for reloads up to five times.

Mission Analysis

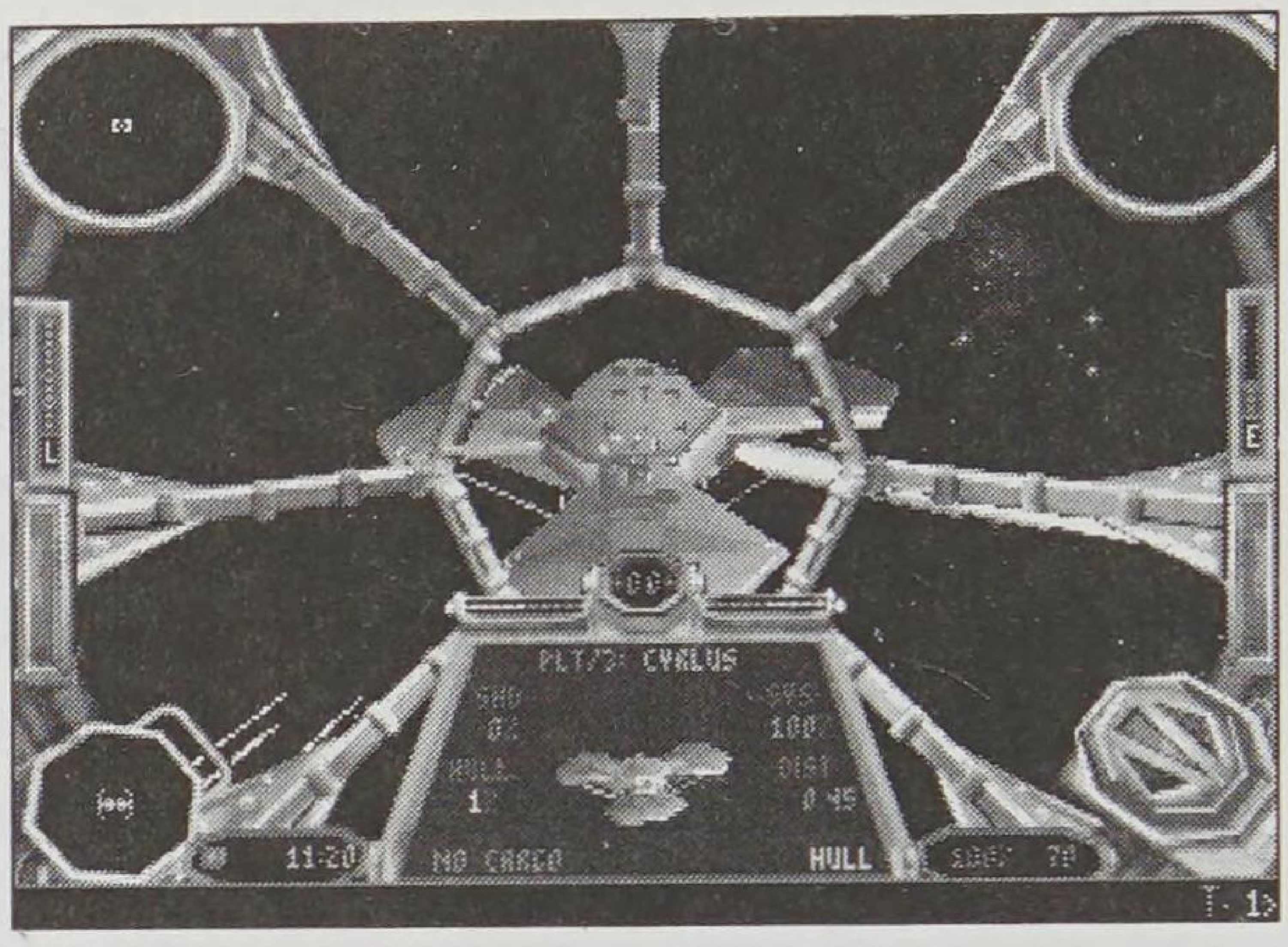
You will learn to use inertially guided space bombs in this mission, as well as how to call for and receive reloads of warheads. It's a good idea to target the laser platforms aboard the platforms when you deliver your bombs. This will reduce the amount of return fire from the platform. You can reload up to five times.



2-35 Headhunter Casper 2 has been destroyed.

Targeting the Abriham's laser turrets.

On your first run, launch all four bombs. If your wingmen are successful,



Taking out the Cyrlus.

the platform will be in very poor shape. However, you can't count on your wingmen, so assume the worst. Be sure to fly in as fast as you can and drop your bombs from outside the gun range of the platform. If its gunners are not targeting you, there's a better chance your bombs will get through. Also bombs are not self-powered, and rely on your ship's speed and a close delivery to be effective. However, they carry a very powerful payload.

If only your bombs hit, the Abriham should be at about 20% shield strength. Go back for a reload of bombs. Trying to take out the platform with cannons alone is not a good idea. Put your T/B at its fastest setting and head for ATR *Mako* to get a reload. Hit Shift-B to call for a reload. If any enemy starfighters are around, take them out first so you can rendezvous with the *Mako*. Be sure to stop close to the reload craft to save time.

With a new load of bombs, head back to the Abriham, target laser turrets, and attack from the lower hemisphere where it has fewer guns. Full throttle and lasers at normal recharge. Meanwhile, PLT Bersabba is being taken out by the other strike team. Launched three bombs before getting into effective gun range. He's down to 25% hull, so get out of gun range and launch the last bomb. Three B-wings have arrived and are attacking the frigate. Meanwhile, destroying the Abriham gives you a primary mission complete message.

So now go back to the *Mako* and get more bombs to help with the Bersabba. Some X-wings enter the area, but your escort of TIE Advanced should be able to take care of the B-wings and the X-wings.

With a new load of bombs, set your ship for maximum speed and hurry over to the Bersabba to deliver your bombs. Two should do it. Lock at 6 km, and fire.

If necessary, go after PLT Cyrlus next. Shoot last two bombs at the Cyrlus. Now go back to the *Mako* and get a reload. Because the *Mako* is an Assault Transport, it can match speeds with you. Therefore, you can call for it to board you, then head toward the next target. When you get within 6 km, stop and let the Mako catch up. That way, you'll get reloaded sooner.

At this point, the CAL *Ossus Day* enters the area. See if you can take it out with space bombs, too.

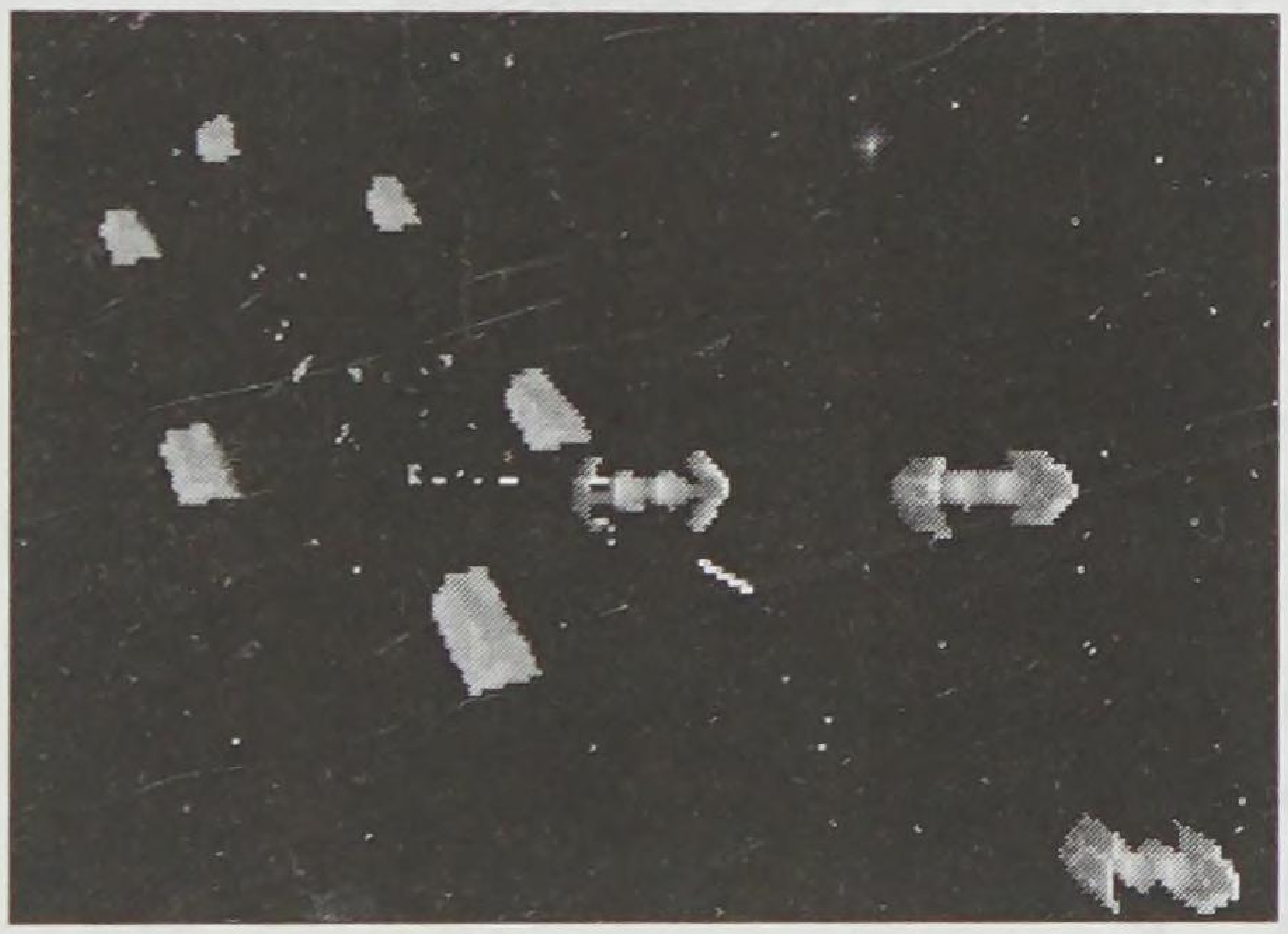
Debriefing

Primary Goals: Destroy platform Abriham.
Secondary Goals: Platform Bersabba must be destroyed.
Bonus Goals: Platform Cyrlus must be destroyed for 2000 pts.
    Calamari cruiser *Ossus Day* must be destroyed for 3000 pts.
    All of Y-wing group Red must be destroyed for 1000 pts.
    All of X-wing Gold must be destroyed for 1000 pts.

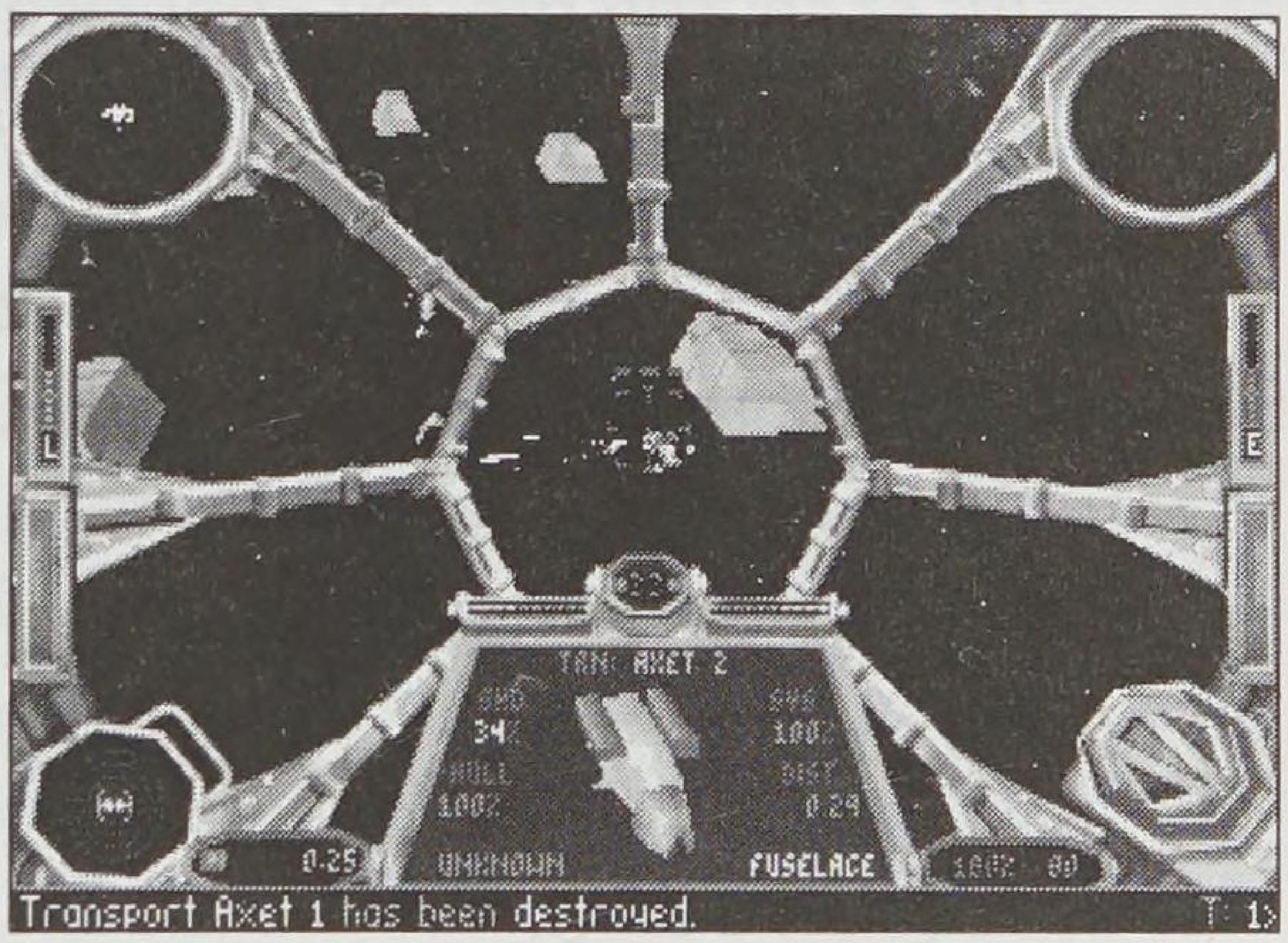
TIE Bomber Mission 3: Torpedo Run

Attack a Rebel supply depot with torpedoes, then return to the CRV Control. Work quickly to avoid a Rebel counter-attack.

Mission Analysis



Platform positions.



Transport Axet 1 has been destroyed.

Taking out the transports.

To accomplish some bonus goals, be sure to inspect the shuttles, transports, and containers before attacking. Order your wingmen to go after TRN *Axet 1*, and go after *Axet 2* on your own. Then send your wingmen to go after *Axet 4*. Then go after the closest member of SHU group Enouck. Remember to set your laser recharge rates to full when you close in on slower craft. Finish off *Axet 3* quickly. Transports may carry torpedoes, so don't leave them around. Either use your wingmen or take care of them yourself. Finish off SHU group Enouck.

Now go after SHU group Xarxis with your wingmen. You can make very short work of these shuttles if you join your wingmen in the attack on them. Next, send your wingmen after the tugs, then inspect the container and send your wingmen after them.

Some Y-wings will enter, but at 26 km away. Order your wingmen to wait while you destroy the containers. No some A-wings appear, but also quite far away. When all the containers are destroyed, check the position of the A-wings. At this point, you have achieved your primary goals. If you choose to, you can attack the A-wings and Y-wings. You will be challenged, as the A-wings will go after you, and they are faster and more maneuverable. You can try shooting them with torpedoes, but you will be up against a superior enemy, even though the A-wings are not carrying warheads. You will have one opportunity to reload weapons; however, you will have to be sure you will need to take care of the A-wings before it becomes safe to reload. A flight group of B-wings follows the destruction of A-wings.

Debriefing

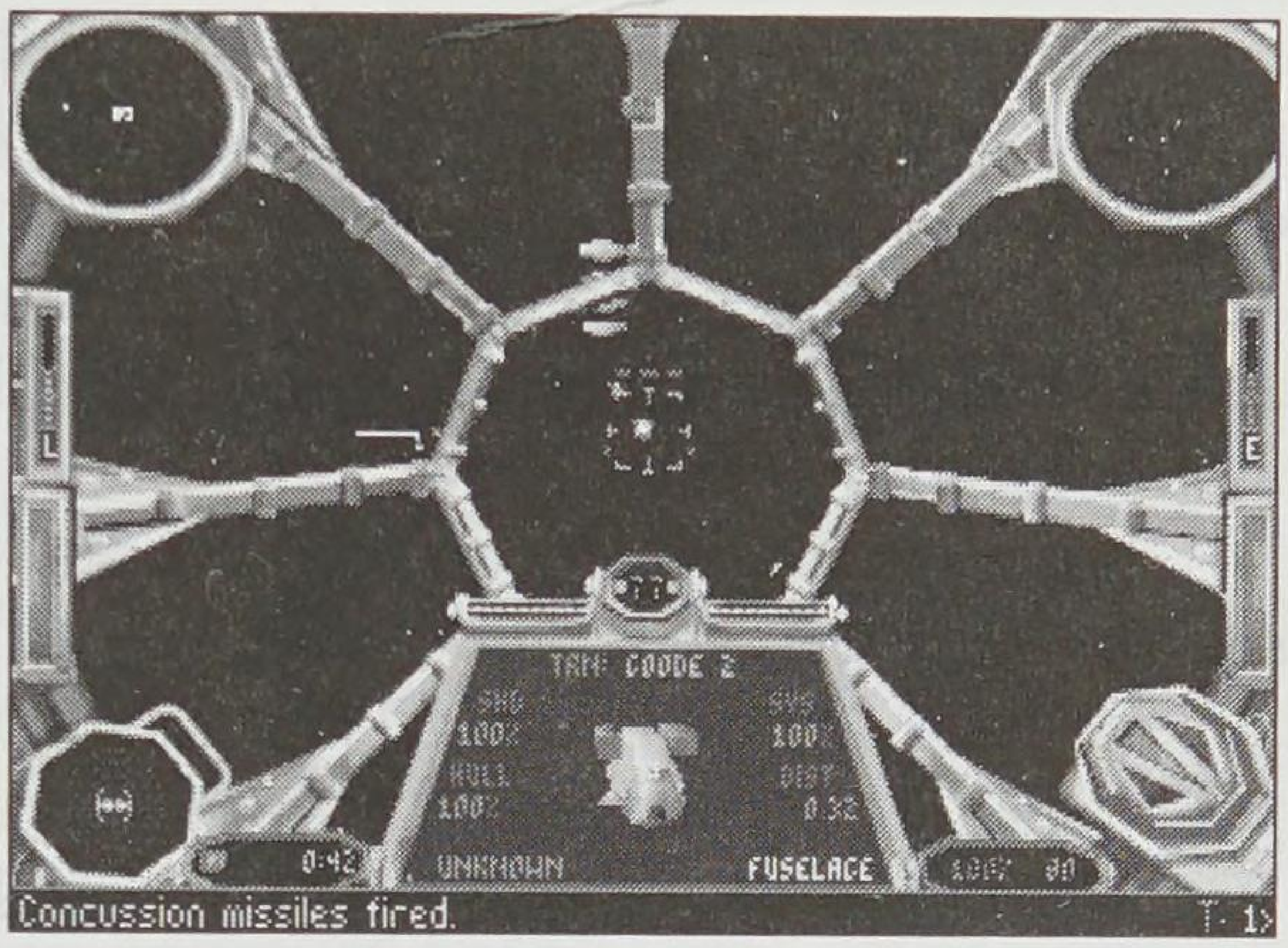
Primary Goals: CRV *Control* must survive.
    All of shuttle groups Enouck and Xarxis must be destroyed.
    All of transport group Axet must be destroyed.
    Tugs *T-ST* and *T-SP* must be destroyed.
    All of container groups Vic and Limi must be destroyed.
Bonus Goals: Inspect shuttle groups Enouck and Xarxis for 150 pts each.
    All of A-wing group Red must be destroyed for 600 pts.
    All of Y-wing group Red must be destroyed for 400 pts.
    All of B-wing group Red must be destroyed for 500 pts.
    Inspect all of transport group Axet 150 pts.
    Inspect containers Vic and Limi 200 pts. each.

TIE Bomber Mission 4: Bombers Armed with Missiles

Attack a Rebel storage yard with TIE Bombers armed with missiles. Practice giving orders to your wingmen. Return to the FRG *Compton* when the mission is complete.

Mission Analysis

You have a double load of concussion missiles. To get some bonus goals, you'll need to inspect some craft before destroying them. Use your wingmen to attack transport group Goode. Use missiles in dual fire mode for a quicker resolution. You will be attacked by SHU *Trail 1*. Use your wingmen to help you if necessary. Fire a pair of missiles at it when you have a good shot, then finish him off with cannons. Follow up with SHU *Trail 2*. Then you'll have to take on shuttle group Guild. When you're finished with the transports and shuttles, you'll notice that the FRG *Compton* is under attack. The tugs are docking with A-wings. You can destroy both if you are quick.



Concussion missiles fired.

Attacking TRN *Goode 2*.

Next, go after the containers, inspecting, then using your wingmen to help you destroy them. When X-wing Red arrives, send your wingmen after them and join them when all the containers are destroyed. More starfighter groups will arrive. If your wingmen are all killed, you may want to head for the frigate unless you are very confident in your abilities in a TIE Bomber.

Debriefing

Primary Goals: FRG *Compton* must survive.
    All of transport group Goode must be destroyed.
    Tug *T-DP* must be destroyed.
    Container *Clip* must be destroyed.
    All of container group Berm must be destroyed.
Secondary Goals: All of shuttle groups Trail and Guild must be destroyed.
Bonus Goals: Inspect all of shuttle groups Trail and Guild for 150 pts each.
    All of X-wing group Red must be destroyed for 1500 pts.
    A-wing Red 1 must be destroyed for 600 pts.
    All of Y-wing group Red must be destroyed for 400 pts.
    All of B-wing group Red must be destroyed for 500 pts.
    Inspect all of transport group Goode for 150 pts.
    Inspect container *Clip* for 300 pts.
    Inspect all of container group Berm for 350 pts.

The sound of running water, so rare aboard the Star Destroyer, came to be the symbol of those times Maarek spent with Mordon. There was sometimes food — delicacies from worlds Maarek had never even heard of. Always, there was the spicy tea. And always, there was conversation.

Mordon heard Maarek's whole story, about the war with Bordal, the disappearance of his father, his swoop victories (and losses). He found it easy to talk amid the greenery and the water sounds and the tea. It was a relief.

Conversation was not one-sided, however. Mordon talked often about his past. He described the planet of his origins ("It was one of the Corellian systems.") and the exceptional flora and fauna of his homeland.

"Yes, these flowers are somewhat unusual," he said one day. "I grew them from seeds I had flown from my home system. They are keyed to me. As long as I am in the room, they will not attack."

"Attack?" Maarek looked around, noticed, as always, that every flower he could see was turned toward him. "What do you mean, attack?"

For once, Mordon did not laugh at his obvious discomfort. "They can exude a powerful poison, killing a human almost instantly. But don't worry. You're safe as long as I am here."

"But what about when you're not here? I've been here alone, too."

"Yes. Do you remember the ring I gave you to wear? It will tell the flowers you are a friend. Without that, you would be dead in seconds."

Maarek said nothing, twisted the ring on his finger, and squirmed in his seat. Suddenly he missed the barracks and his cold, hard bunk.

"You are quite safe, Maarek. My flowers do not make mistakes. They know friend from foe."

The admiral often told Maarek stories of his early years as a cadet or of being a pilot in old freighters and transports.

"By the time I entered the Imperial Academy, I had already captained a small Corellian transport. I always believed that I was meant to explore other worlds. I never knew how much I would miss mine, though."

Maarek never tired of hearing stories about space combat, and Mordon frequently offered advice about starfighter tactics and combat survival. "Keep your head on a swivel," he would say. "Don't let anything catch you unaware. Your single advantage is situational awareness."

Another of his favorites was, "Don't forget the wingman."

But by far his favorite advice was, "Don't be a hero." He would often elaborate. "Pick your moments and learn to recognize situations that will get you killed. It's all right to miss a kill if it means you'll survive to fight another day."

Some of Mordon's advice went contrary to what he was being taught, but Maarek always knew which information would keep him alive. And that was what counted.

Later, Maarek consolidated some of Mordon's most practical tips:

Some General Combat Tactics

1. Develop an easy familiarity with all your craft's systems, especially the targeting keys for the CMD and Threat Display.
2. Learn to use the map effectively. All your targeting keys are operative, including the memory presets.
3. If you've got missiles, remember to use the map when choosing your next target. The nearest enemy fighter will usually be too close and difficult to acquire a lock on. Instead, pick one that is just about 2.5 kilometers away. This will be about perfect for achieving a quick lock.

4. A disabled ship is a harmless ship. If you have a ship with ion guns, like the Assault Gunboat, learn to use your ion cannons to disable a ship once its shields have been knocked out by your cannons or missiles. You can turn your attention to more dangerous threats, then finish off the disabled shiips later.
5. If you are the number 2 craft in your flight group, be sure to assign your flight leader to memory. Missions can often be completed by simply following your leader and attacking the same targets he does.
6. When flying any shieldless craft, hit E and start jinking as soon as your laser or missile warning indicator light comes on. If the enemy is firing missiles, you can turn twoard the attacker and start shooting immediately in single-fire mode. You have an excellent chance of hitting the warhead with a cannon blast.
7. When flying a TIE craft with no shields, never do a head-on pass with the enemy. Always try to get them from the side or rear. If you do a head-on, most likely you will be destroyed.
8. If you are the flight leader, your wingmen usually wait for you to assign them to do something. Press Shift-A once you've targeted what you want them to go after (usually by using E or R).
9. When dogfighting, try not to let them lure you in towards their mother ship so that their mother ship's turbo lasers can blast you. Try doing this to the enemy, though, any chance you get!
10. If you find yourself the center of a lot of hostile starfighter attention, put everything you've got into engines and turn away from the enemies. As you fly away, be sure to have your rear shield (if any) fully double charged. If you fly in a tight, fast spiral (or corkscrew), you may be fortunate in that your enemies may get in each other's way. They may even be so kind as to take a missile meant for you!
11. Whenever you receive a message indicating the arrival of a new craft, hit U to target the leader of the new flight group. Then go to the Threat Display (Z) to see what they're up to. This will give you the earliest warning of a new threat.
12. It's always nice to save your warheads. Save at least one or two warheads. So what if you go home without using them. They are there if you really need them.
13. In warhead selection, always consider heavy rockets as the greater "bang for the buck." Of course, some missions are still better accomplished with another missile type.
14. If circumstances allow it, try alternating between missiles and lasers. For instance, shoot some of your lasers, then use your missiles. After you use some of your missiles, you've charged your lasers back up, and you can return to full-strength laser fire.

15. Note that any warhead fired from your ship adds your ship's speed to its total speed. Thus, the faster you are going, the faster any warheads you launch will go.
16. Resupply craft are often very slow. If you order a reload, your throttle will automatically drop to zero. If the reload craft is more than 0.1 kilometers away, you're in for a fairly long wait! Throttle up and rendezvous as quickly as possible. Be careful with your speed, though. You don't want to overshoot! When you do come to a stop, reorient yourself toward the next target so you'll be ready the moment the reloading operation is complete.
17. When launching warheads at capital ships, try to do it from a distance, outside the capital ships' laser range. This way, you can safely "pick away" at the target's guns. If you find yourself within gun range, be sure to turn away the moment you release the warheads, because the capital ship will fire at you and can accidentally hit the warheads. So launch your warheads, then change your flight path a little — that's it.
18. When attacking a capital ship with just your lasers, it's always good to take out the gun turrets first.
19. When attacking very large capital ships, "sweep" your gunfire up and down the length of the target craft to maximize your fire effect while minimizing your exposure to return fire.
20. Remember when you're attacking a single corvette that at zero horizon it has a blind spot, and the biggest blind spot is at zero horizon behind the corvette. Attack from behind and wait until you get close in, then blow off one of the turrets. Then stay in that hemisphere of the ship.
21. When attacking mines, it's very good to turn often. Find your target, fire your shot and turn. Find another target, fire your shot and turn. Never fly straight and level any longer than you need to take aim and fire!
22. Try loop attacks on multiple stationary and/or slow-moving targets. Assign each target to a memory location, especially if the battle is crowded. Then alternate attack runs on each. As you break off an attack run on one target, quickly recall the next from memory and turn toward it.

    Against a single target, just remember to separate by at least a kilometer before turning to make another run.

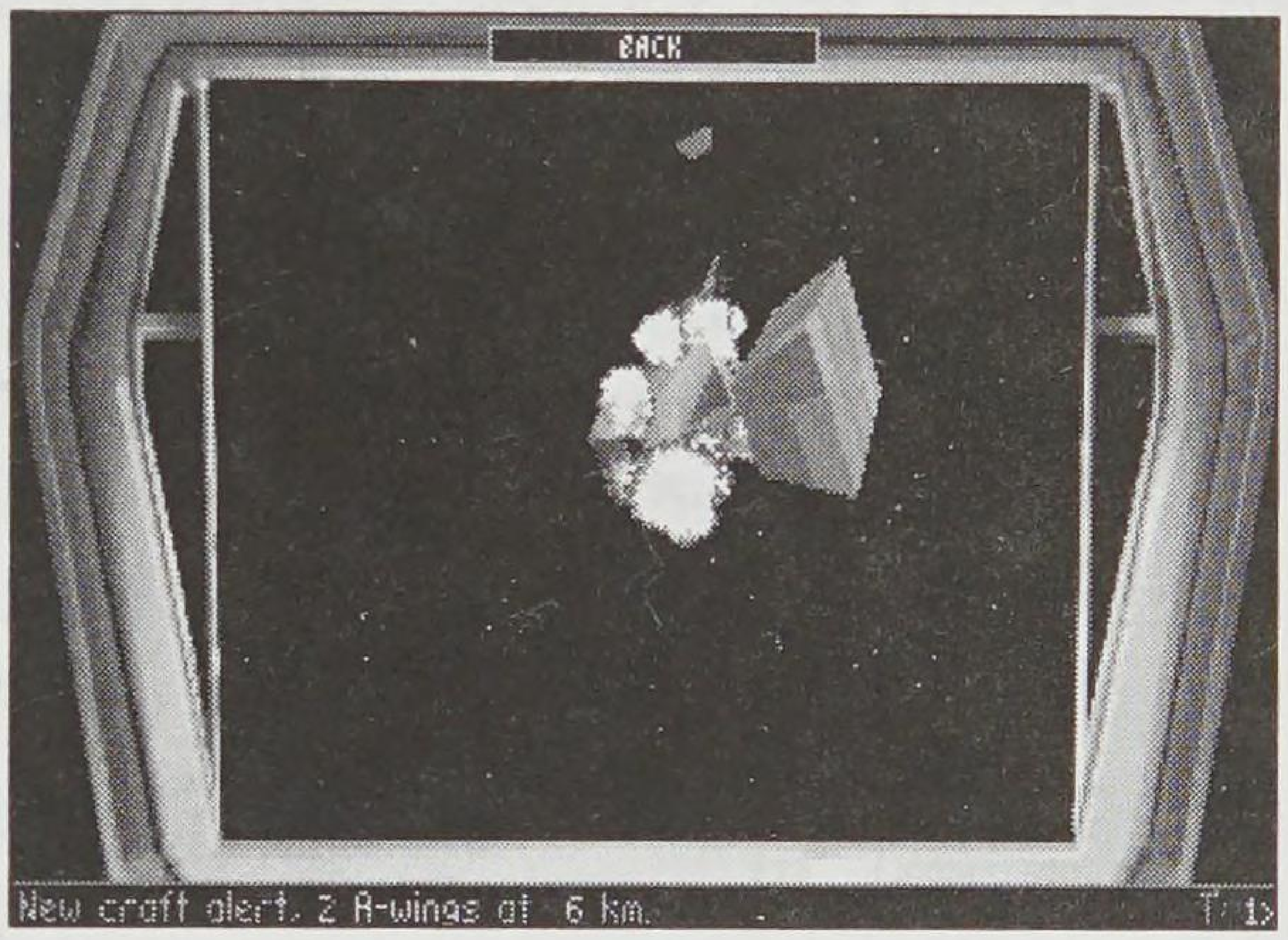
    A really dirty trick is to use this technique between two large ships. If you're lucky, they'll accidentally hit each other while trying to hit you, and end up in a fight to the death with each other!
23. When protecting an important craft, save it to a memory location and check its condition often. Press "A" and you will see the craft's nearest attacker in your CMD. If you've got them, send wingmen to take care of the threat (Shift-A).

Assault Gunboat Mission 2: Teamwork

Work as a team with the transports to recover stolen munitions from pirates and Rebels.

Mission Analysis

First order of business — take out the E/S of group Devil with wingmen and dual missile shots. Finish up with cannons if necessary. Next, go after the Y-wings. Meanwhile, transport Sigma is disabling the pirate cargo ferries. Concentrate on taking out the Rebel starfighters as they arrive. For secondary goals, locate CARGs *Redbill* and *Wippet* before they enter hyperspace. Use missiles on his gun turrets in single-fire mode, then finish if necessary with cannons. If you get in trouble, try using your ion cannons to disable one, then get the other. Once you've disabled a craft, it can't shoot back or escape and you can destroy it when you have a chance. By this time, you should have accomplished all primary and secondary mission goals. Return to dogfighting starfighters if you want to get the bonus goals and wait for the heavy lifters to accomplish their goals.



New craft alert. 2 A-wings at 6 km.

Scratch one cargo ferry.

Debriefing

Primary Goals: At least 50% of all Rebel craft must be destroyed.
Cargo ferries *Filcher* and *Riirdo* must be disabled.
All of escort shuttle group Devil must be destroyed.
Secondary Goals: Cargo ferries *Redbill* and *Wippet* must be destroyed.
Bonus Goals: Heavy lifters *Amgis 1* and *Amgis 2* must complete their missions for 1000 pts each.

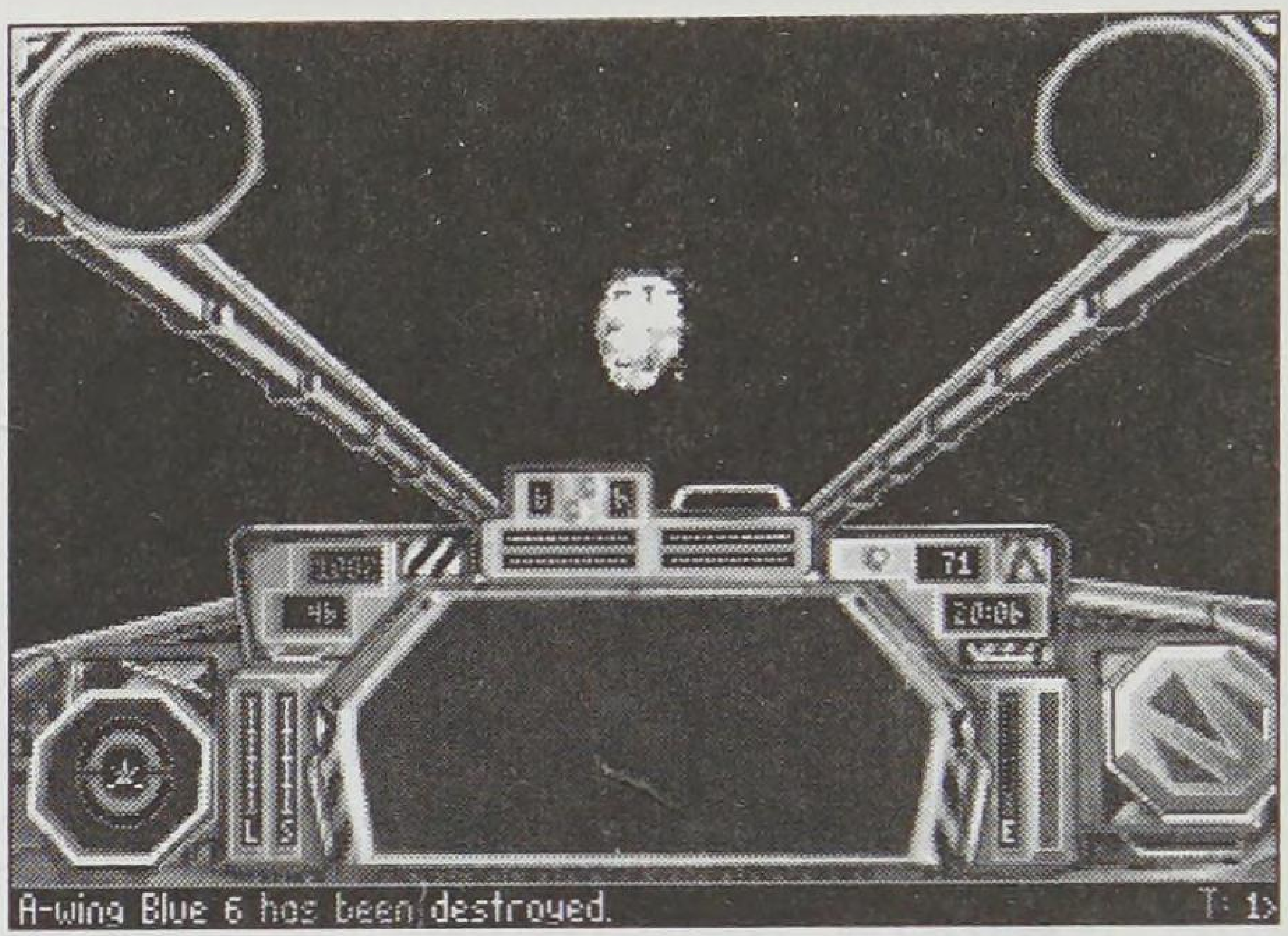
Assault Gunboat Mission 3: The Challenge

Test your dogfighting skills in this simulation of one starfighter against waves of attacking enemies.

Mission Analysis

This is primarily a dogfighting mission, with bonus goals attained by destroying capital ships. Basically, this is a great mission for gaining a lot of bonus points and for learning to manage your shields and speed when going up against a lot of enemy starfighters.

Start out attacking with cannons to take out the Y-wings, then the Z-95s. Keep your shields up and your lasers charged. Save your missiles for tough enemies or for the capital ships. While you're dogfighting, stay away from the enemy capital ships, since they will try to attack you, too. Once you primary objectives are complete with the destruction of B-W Blue and A-W Gold, more enemy starfighters will launch. Watch for missile attacks, and see if you can take out the missiles with rapid-fire cannon shots head-on.



A-wing Blue 6 has been destroyed.

Taking out A-W Blue 6.

When taking on A-W Blue, watch for missiles. Also, put your shield recharge energy to zero and lasers to full. Maintain shields by transferring energy from lasers. You'll have your hands full with the A-wings and the B-wings that follow. However, your primary goals are complete, so you can bail out to hyperspace if the situation gets too severe. If necessary, use ion cannons to disable any A-wings you can and come back later to finish them off when and if the area is cleared. (One reason for using ion cannons is that new waves will only be triggered on the destruction of the previous group. This way, you clean up the disabled craft and prepare yourself for the next wave by charging shields and lasers to full. You can also start your attack on the frigate by leaving one of A-W Blue disabled, but not destroyed.)

To obtain all bonus goals, you will have to dogfight for a very long time and take on several capital ships. However, your primary goals are easily obtained, so the rest is just practice.

Debriefing

Primary Goals: Y-wing Red must be destroyed.
    All of Z-95 Headhunter Gold must be destroyed.
    All of X-wing Blue must be destroyed.
    All of B-wing Blue must be destroyed.
    A-wing Gold must be destroyed.
Bonus Goals: Destroy FRG *Challenge* for 3900 pts.
    Destroy Calamari light cruiser *Luklucle* for 5200 pts.
    Destroy Calamari cruiser *Trident* for 5200 pts.

Destroy all of X-wing group Red for 3900 pts.
Destroy all of X-wing group Gold for 5200 pts.
Destroy all of B-wing group Red for 3900 pts.
Destroy all of Z-95 Headhunter group Red for 1300 pts.
Destroy all of Z-95 Headhunter group Blue for 1300 pts.
Destroy all of A-wing group Blue for 2600 pts.
Destroy all of A-wing group Red for 2600 pts.
Destroy all of A-wing group Gold for 5200 pts.
Destroy shuttle *Movn* for 5200 pts.
Destroy transport *Jupit* for 5200 pts.

Assault Gunboat Mission 4: Escort Duty

Escort three freighters to their hyperspace jump point.

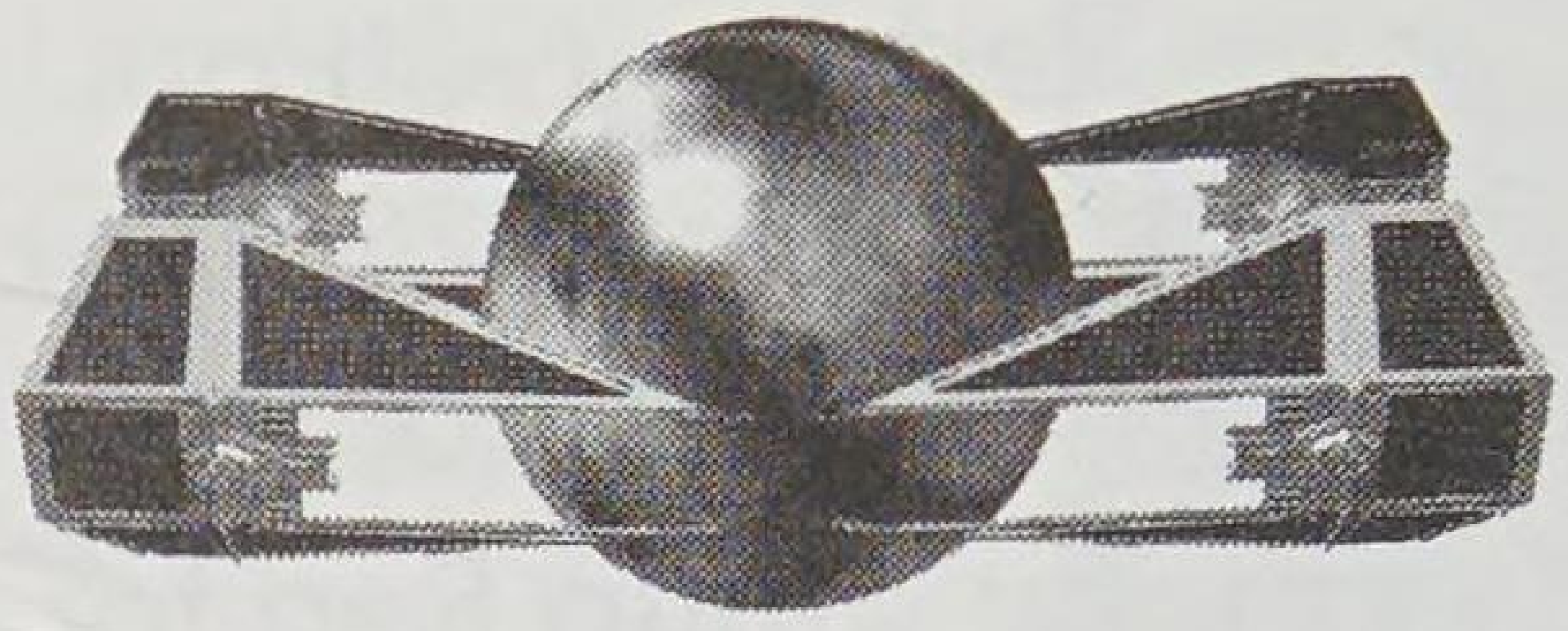
Mission Analysis

Checking the threat display for FRT group Rugle, you see that the waypoint is about 11 minutes away. So you'll have to protect the freighters for at least that long. The Frigate *Dodger* arrives as well as a group of A-wings. Head in that direction and order your wingman to attack A-W *Gold 1*. Break at an angle and try to split the A-wings. Use a missile at A-W *Gold 1*, then target A-W *Gold 2*. Switch to cannons and dogfight the A-wings. More Rebel starfighters will appear, some Z-95s, which won't give you too much trouble. Now stay out of the frigate's range and order your wingman to wait. To protect your freighters, keep attacking starfighters as they appear. Be careful you don't get so tied up with one group that you let a flight group get to the freighters. If necessary, damage the enemy enough to cause them to retreat (usually 50% hull damage), then go after another active attacker.

Keep after the starfighter waves until the freighters have successfully reached their jump points and entered hyperspace. Watch out for B-W Gold which arrives at 13 minutes into the mission. They will launch torpedoes at the freighters, so they must be stopped.

Debriefing

Primary Goals: All of FRT group Rugle must complete their mission.
Secondary Goals: At least 50% of all Rebel craft must be destroyed.
Bonus Goals: FRG *Dodger* must be destroyed for 3900 pts.
Shuttle *Leap* must be destroyed for 500 pts.



At one meeting with Mordon, Maarek was sipping his tea when the admiral, who had been silent for several minutes, finally spoke again. "Have you seen the Secret Order?" he asked.

Maarek spilled some tea. "I'm not sure what you mean, sir."

Mordon smiled his most mysterious grin and asked, "You've occasionally seen men dressed in robes, have you not?"

"Oh, yes," answered Maarek. "The acolytes."

"The what?" Mordon asked, sounding genuinely shocked.

"At least that's what the other cadets call them," Maarek answered sheepishly.

The admiral laughed and sipped his tea. "I advise you to speak to them. They can be useful to you. And I think they prefer to be known as envoys — envoys of the Emperor."

"But who are they?" Maarek asked a little suspiciously.

"They are members of an elite corps who look after the Emperor's business. They can be helpful, and will offer you opportunities . . ." Mordon left the word "opportunities" hanging in the air between them. Then he added, "Don't be afraid to approach them before missions. They already know you. They are watching you."

Maarek felt a shudder run up and down his spine. "They seem quite unapproachable," he said after a moment.

"Nevertheless, you will want to speak with them," Mordon repeated.

Several days later, they sat beside the waterfall, staring into the bubbling froth at its base. Neither had spoken for several minutes, and Maarek's mind had wandered back home, to Kuan. He was just wondering how his mother was doing when the admiral spoke, his voice distant, worried.

"Things are getting worse," he said, then lapsed into silence again. When he spoke again, his voice was stronger and more present. "I have been studying some of the communications on the Imperial comlink and, well, let's just say I have people who tell me things . . ." He was still staring at the base of the waterfall. He had not looked at Maarek. Now he looked up and captured Maarek's eyes with his. "I'm convinced that the greatest immediate danger to the Empire may not be the Rebel Alliance. There's treachery in the air."

Maarek kept silent, not sure he wanted to hear this. But he could not look away. Despite himself, he was fascinated.

"Some high ranking officers in the Imperial Navy, I'm afraid, may have some plans of their own. The information I have is only partial. I can't name any names yet. But soon, I'll have the information I seek."

"Excuse me, sir," Maarek interrupted, momentarily breaking the admiral's spell. "But why are you telling me this? Surely I can't be of any use to you."

The admiral turned slowly and studied Maarek. "You might be surprised," he said. "Yes, you might be surprised."

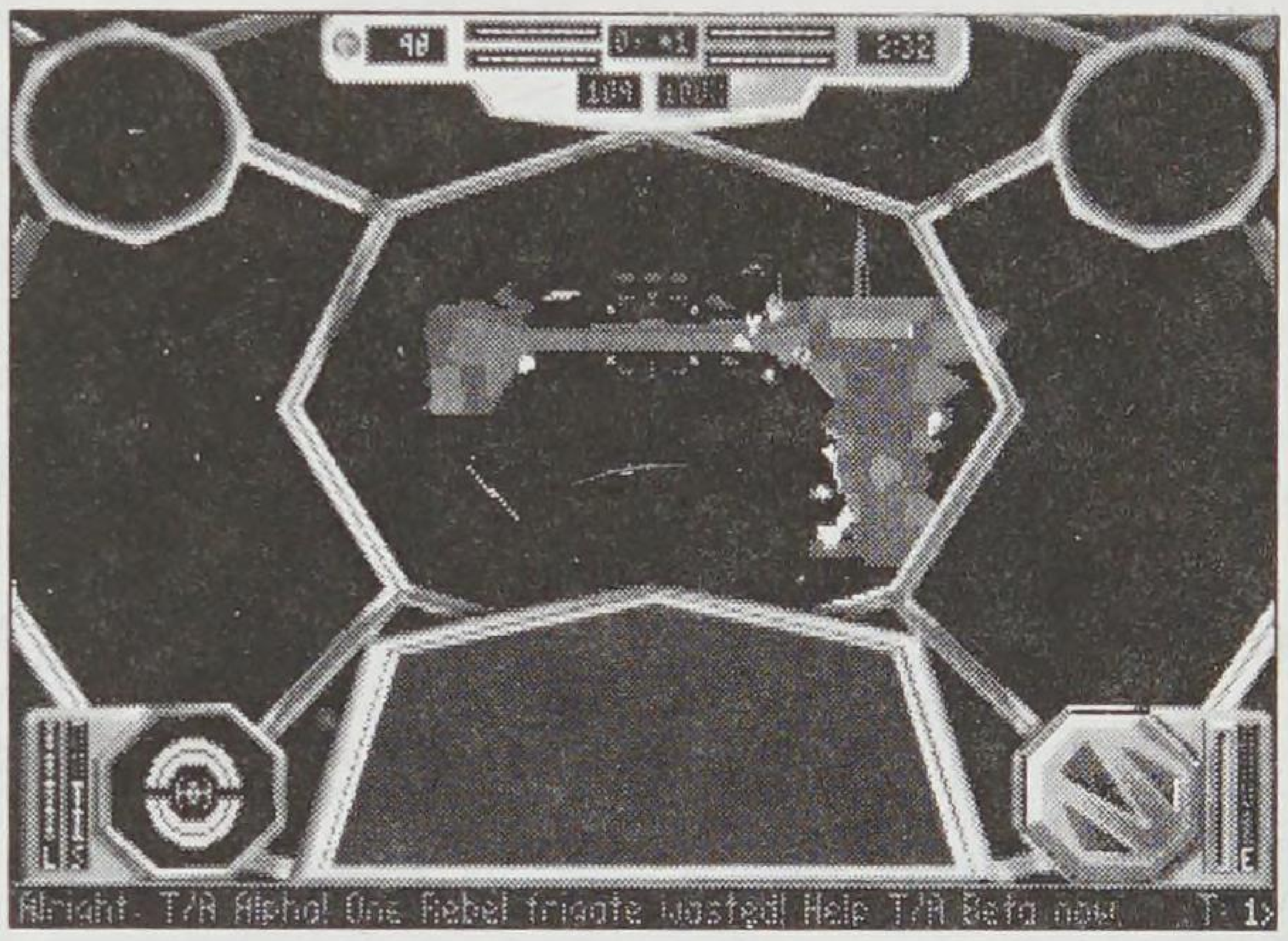
TIE Advanced Mission 2: Rocket Attack

Practice against a reinaction of a mission against the FRG *Inamo*. In this mission, learn to use rockets to surgically destroy a capital ship.

Mission Analysis

You will have to destroy a Rebel Frigate. When the Frigate has been destroyed, a Rebel cruiser will appear. You are carrying four rockets. You'll find the Rebel storage yard less than 4 km away and the FRG *Inamo* about 9 km away. Save the Frigate in memory position F6. (Flight leader in F5).

The Frigate has an anti-missile defense system. Target the warhead launcher and fire a rocket. If you miss, you may want to fly in close to fire at point-blank range. If it survives all your rocket attacks, switch to cannons and fly in for a strafing attack to finish it off.

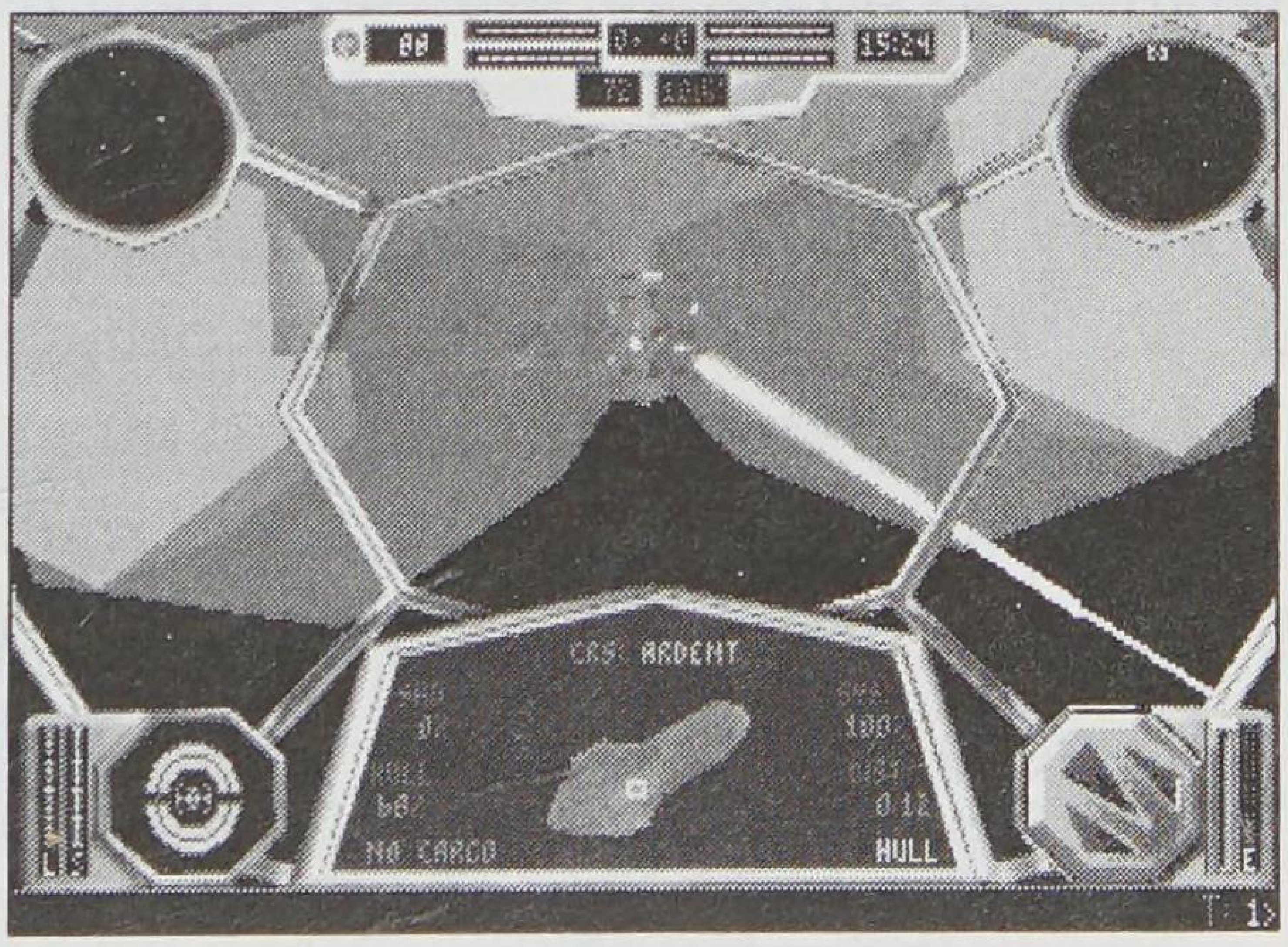


Alright. T/A Alpha! One Rebel frigate wasted! Help T/A Beta now.

The end of a Frigate.

Destroy SHU *Argus* to collect bonus points, then go assist T/A Beta as it dogfights some X-wings. You should be able to attack X-wings with all recharge rates to maximum. Continue to fight Rebel starfighters until they are destroyed. Also, be sure all the containers are destroyed. If necessary, destroy them yourself to complete the mission's primary goals.

When the cruiser arrives, you will have to attack it with lasers unless you were lucky enough to save any rockets. If so, you will have to strafe the cruiser and target its gun turrets. Once you have successfully destroyed the guns on one hemisphere of the cruiser, you can destroy it without much danger. Its defense of Z-95 Headhunters should pose little danger to you. If they get in your way, shoot them. Be sure to keep your shields charged, and get away from the cruiser to recharge them if they get low. Use a loop attack to destroy the cruiser if you can. (If you attack from very close to the cruiser,



Attacking the *Ardent*.

the Z-95s will probably collide with it, destroying themselves and helping you destroy the cruiser. Sounds like a good deal.)

Next, some A-wings will appear. You may want to jump into hyperspace, unless you're ready to take on six A-wings with missiles in a solo TIE Advanced.

Debriefing

Primary Goals: All container Ds must be destroyed.
FRG *Inamo* must be destroyed.
Secondary Goals: Calamari cruiser *Ardent* must be destroyed.
Bonus Goals: Transport *Mule 1* must be destroyed for 100 pts.
Nav Buoy NB-73 must be destroyed for 50 pts.
Shuttle *Argus* must be destroyed for 3000 pts.
All of A-wing groups Gold and Blue must be destroyed for 2000 pts each.

TIE Advanced Mission 3: Preemptive Strike

Destroy as many Rebel starfighters as you can. Work quickly before the Rebels can scramble pilots and get their starfighters into the action.

Mission Analysis

This mission is primarily a clean-up operation. Order your wingmen to attack Z-95s, then go quickly after the tugs who are delivering pilots to the inactive craft. Send your wingmen after the cargo ferries next, and join in. To make short work of them, you may want to use a missile or two. With the cargo ferries out of the picture, inspect the containers, then start destroying everything you can find, but let your wingmen wait so you collect all the points. Go to 1/3 throttle and blast away with cannons. That accomplishes all mission goals, so you can return home.

Debriefing

Primary Goals: All of A-wing group Red must be destroyed.
All of Z-95 Headhunter group Red must be destroyed.
All of B-wing group Red must be destroyed.
All of X-wing group Gold must be destroyed.
Transport *Trole* must be destroyed.
All of Y-wing group Gold must be destroyed.
Bonus Goals: Inspect containers *Retuna*, and *Garble* for 250 pts each.
Inspect container *Reyue* for 200 pts.
Cargo ferry group Juble must be destroyed for 600 pts.

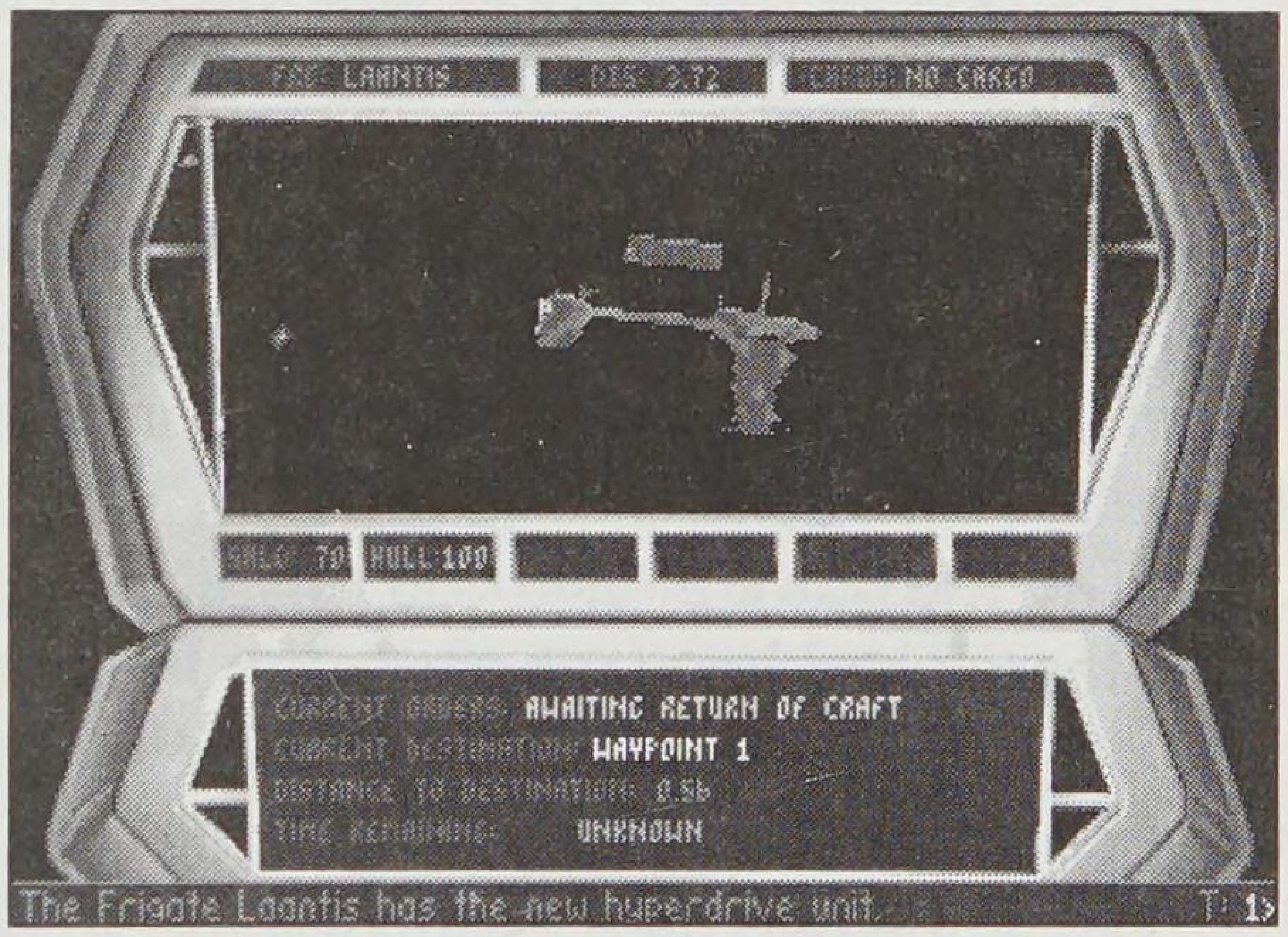
TIE Advanced Mission 4: Hyperdrive Upgrade

The FRG *Laantis* needs an upgrade. Be sure FRT *Rasvin* successfully delivers its cargo to the Frigate.

Mission Analysis

Basically, go after B-wing Blue first, since they're the first enemy to go after the Frigate. Use your advanced missiles to take them out with two missiles each. Next, go after transport group Logan, since they are also going after the frigate. Send your wingmen after any remaining Y-wings and go after the new corvette, *Glaser*. It is already under attack, but you may be able to finish it off. Target a laser turret and get ready to launch a missile. Watch out for missile attacks from A-wings. If he's too damaged, save your missile and use your cannons, aiming for a gun turret, first, then finishing it off.

Next, go after CRV *Chiller* with missiles or lasers. Watch the Frigate and order your wingmen after any craft that attack her. When the CRVs are gone, go after the starfighters and shuttles to help protect the Frigate. From here on, it's basic dogfighting and protecting the frigate and the freighter *Rasvin*. When the boarding operation is complete, you're done.

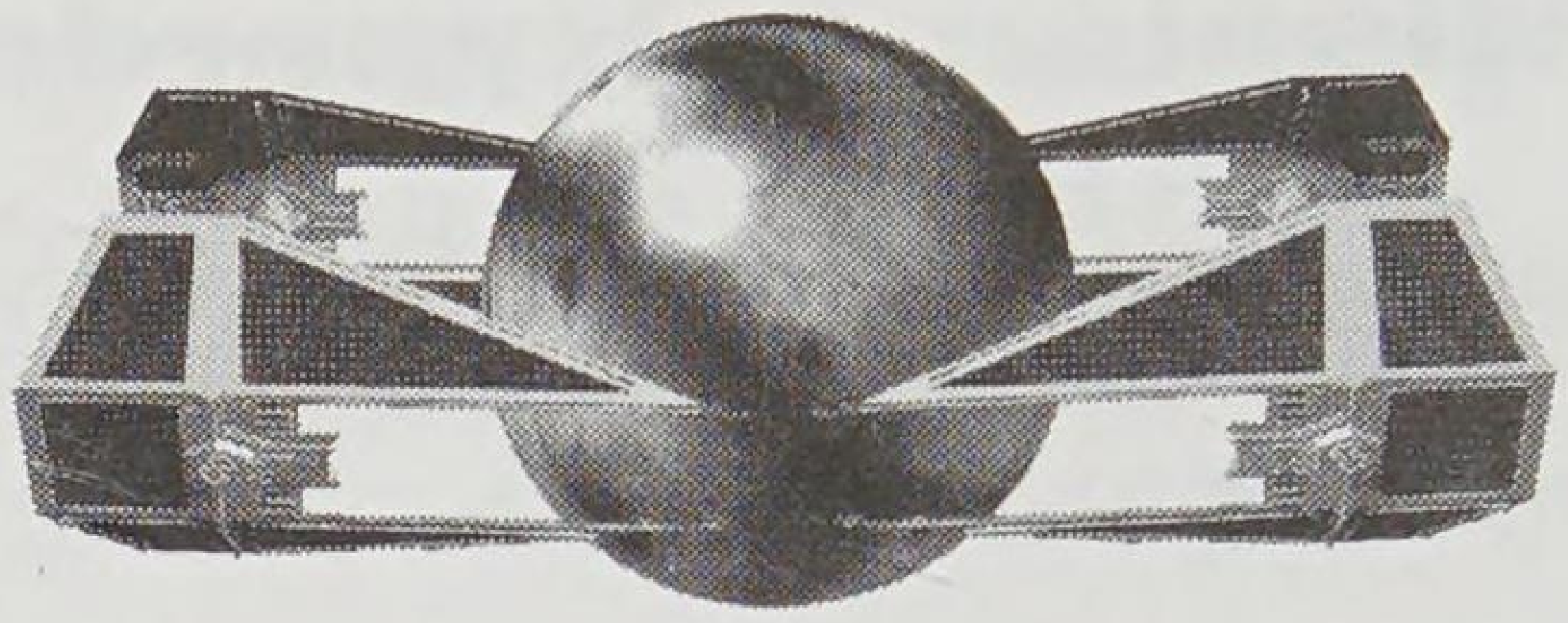


FRG LAANTIS
DIS 2.72
CARGO NO CARGO
SHLD 70 HULL 100
CURRENT ORDERS: AWAITING RETURN OF CRAFT
CURRENT DESTINATION: WAYPOINT 1
DISTANCE TO DESTINATION: 0.56
TIME REMAINING: UNKNOWN
The Frigate Laantis has the new hyperdrive unit.
T: 1>

The Frigate has a new hyperdrive.

Debriefing

Primary Goals: FRG *Laantis* must survive.
FRT *Rasvin* must finish docking.
Secondary Goals: All of X-wing group Red must be destroyed.
All of Y-wing group Gold must be destroyed.
All of B-wing group Blue must be destroyed.
All of A-wing group Blue must be destroyed.
All of Y-wing group Blue must be destroyed.
All of shuttle groups Silver and Jackal must be destroyed.
All of transport group Logan must be destroyed.
Bonus Goals: Corellian corvettte *Glaser* must be destroyed for 500 pts.
Corellian corvette *Chiller* must be destroyed for for 500 pts.



Maarek was in his quarters, reading a performance analysis of his simulation training, and he realized that he had no idea what it said. He looked around. His head ached. He must have fallen asleep reading. Everything was familiar. Nothing out of place. Except one very small package on his holodesk. He picked it up and opened it slowly, still not fully connected to his senses. Mordon's ring.

Seeing the ring reminded him of the events of the past few days:

News of Mordon's death had hit the *Vengeance* like a hammer. Everybody was flattened, but none so completely as Maarek. He had completed his simulation training and was awaiting final confirmation of his acceptance to active duty. He hadn't heard from Mordon for several cycles and was beginning to wonder why.

The official pronouncement followed on the heels of the shipboard rumors. Mordon, it was announced, had died of "natural causes" and was succeeded by (Acting) Admiral Coross.

The Empire sent military investigators to the ship and for several days, they interviewed and interrogated crewmembers. They called it "standard procedure," but when Maarek's turn had come, as it inevitably did, he wondered at some of the questions they asked.

"Did the admiral give you anything? Any holo documents? Any unusual objects?"

Maarek had known better than to lie to these people. He took the small metal ring off his finger and handed it to one of the men. There were two of them, and they were both stern, serious, by-the-book types.

While the two men examined the small ring, Maarek tried to calm his breathing. From the moment he had entered the small room, he had felt a tightness in his chest and a sense of dread.

The first man spoke. "We'll keep this for now, cadet."

"May I have it back, sir?" Maarek had asked.

The second man spoke then. They did this. Alternating sometimes, as if they shared the same brain or something. "I don't know," answered the second man.

The interrogation had lasted for several hours. They made Maarek repeat everything Mordon had told him. He spoke candidly, afraid to do otherwise. He could tell that the two men were disdainful of his relationship with the admiral, perhaps even a bit suspicious. Finally, they required him to drink a caustic liquid. After that, he felt strange — observed himself talking, but not really getting the sense of what he said.

And the next thing he knew, he was in his quarters reading, but not understanding, his performance analysis as if nothing had happened.

TIE Defender Mission 1: Dogfighting!

This mission was designed entirely to allow you to practice dogfighting against enemy craft in the new TIE Defender. You determine when and how many craft to take on. To initiate combat with a particular craft, inspect the CN/E with the corresponding name. If you destroy the container, it will send all corresponding starfighters home.

In addition, you will be able to communicate with the enemy fighters. For instance, if you only want to dogfight with Top Ace craft, target the other starfighters and tell them to wait (Shift-W) or Go Home (Shift-H). In this simulation, they will do as you say. Finally, you will have plenty of missiles. The tug, C.M. *Cadiv* will reload you 51 times! So have a good time. One more item: If you destroy the container *Cadis Zak*, it will automatically call other TIE Defenders to attack you. Defeat them for big bonus points.

Mission Analysis

Basically, this is a design-your-own dogfight mission, and you can determine which craft to fight and when to fight them. Strategy? Just go for it! If the action gets too hot, you can tell them to wait.

Debriefing

Primary Goals: Destroy one novice level X-wing, Y-wing, A-wing, and B-wing.

Secondary Goals: Destroy officer, veteran, ace, and top ace X-wings, Y-wings, A-wings, and B-wings

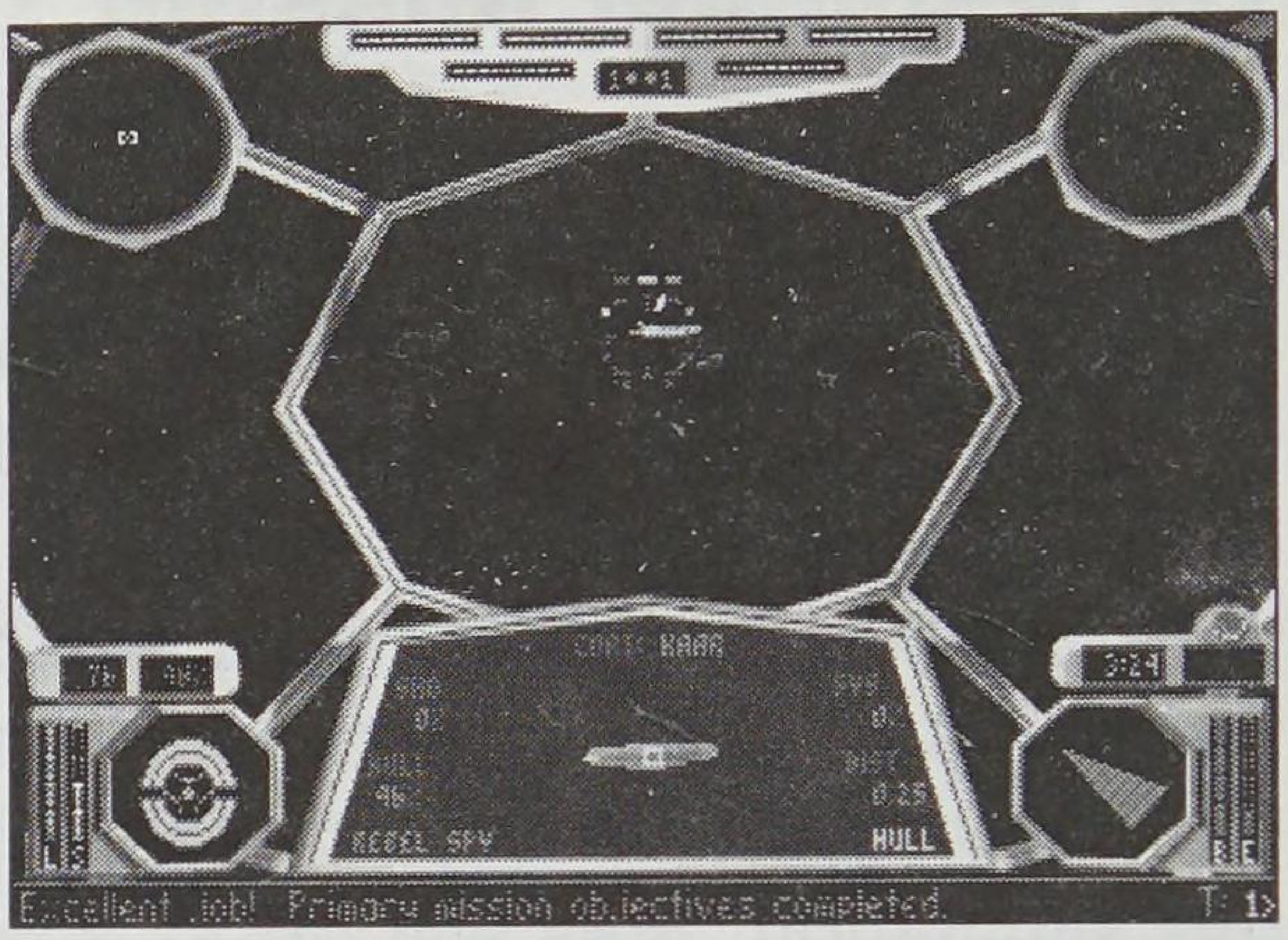
Bonus Goals: There are so many bonus goals in this mission, that you can assume you'll get lots of points for destroying just about anything. For extra points (and challenges) attack CN/E *Cadis Zak* to launch several waves of TIE Defenders. Destroy the container to launch all the T/Ds at once!

TIE Defender Mission 2: Tractor Beam

Your primary mission is to disable any Corellian transports in the area. Secondarily, assist in the capture of prisoners and the destruction of the salvage base.

Mission Analysis

Use dual missiles against the Corellian transports to soften them up. Then set the beam weapon to full recharge and engage it. Go in and take down any remaining shields with cannons, then switch to ion cannons to disable the craft while using your beam weapon to control it. Be sure to inspect each CORT as you come close. The first CORT is *Lin,* but it doesn't have the Rebel spy you're looking for. Neither does the next one, *Ko.* But the third one is the one you want — CORT *Kaar.*



Excellent Job! Primary mission objectives completed.

Found the Rebel spy!

You'll get some company from A-wing *Rogue* as you go after CORT *Kaar.* Once you do disable CORT Kaar, your primary mission goals are completed. Now you can inspect Kaar and then turn your attention to the A-wings. Next go after SHU *Poltroon* and FRT *Renspecs* to accomplish bonus goals. Next, go after B-wing *Scarlet 4* and disable it for more bonus points. If necessary, help disable the platform as well, then wait for the boarding craft to capture it. There will be a lot more activity during this time, including the arrival of the ISD *Glory.* But you shouldn't have to worry much about anything else. That about does it for this mission.

Debriefing

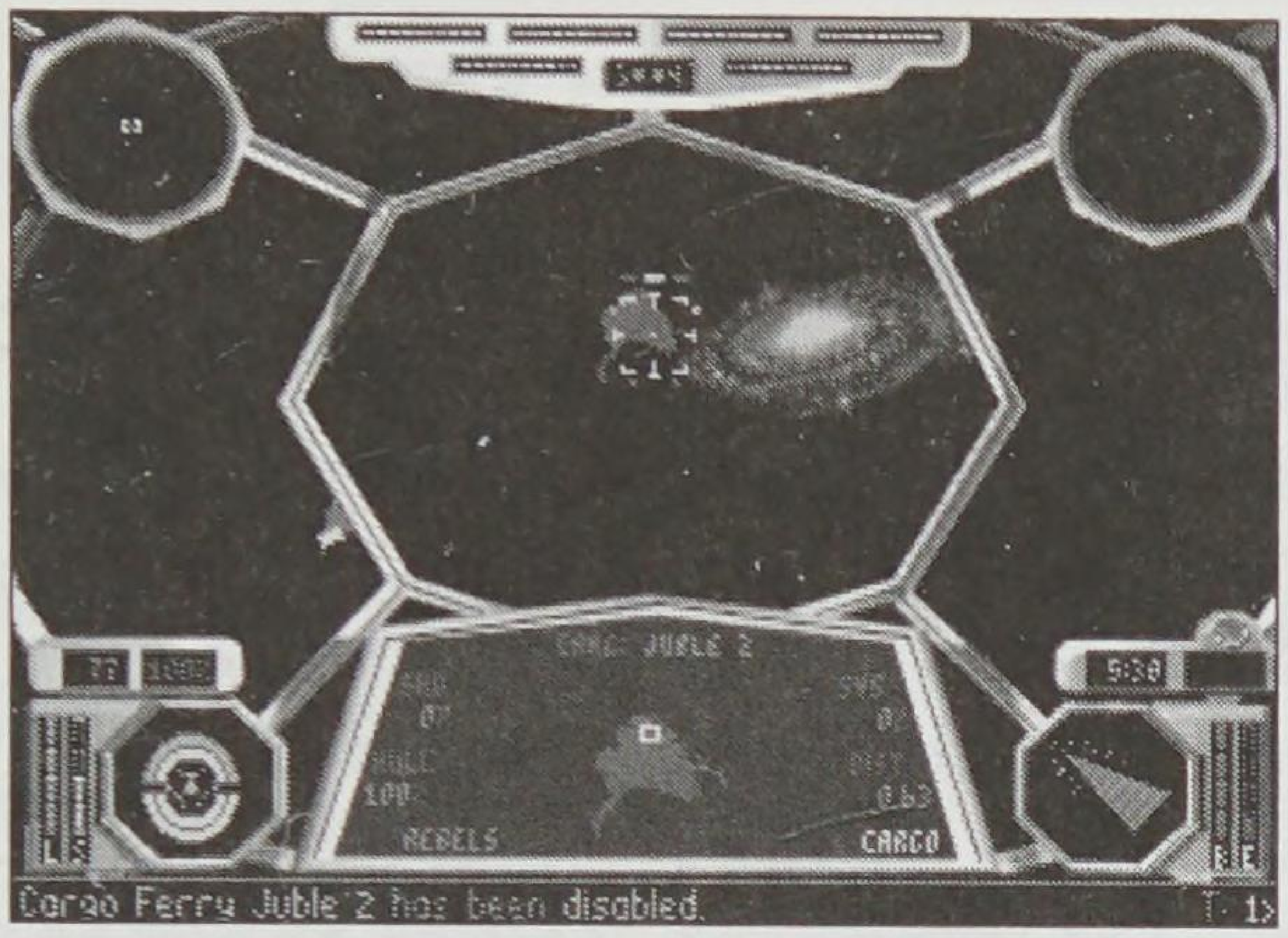
Primary Goals: Disable Corellian Transports *Lin, Kaar,* and *Ko.*
Secondary Goals: Platform AZ 77 must be disabled.
    Inspect FRT *Renspecs.*
Bonus Goals: Platform AZ 77 must be captured for 1000 pts.
    Shuttle *Poltroon* must be destroyed for 100 pts.
    Corellian Transports *Lindilu, Kaar,* and *Ko* must be captured for 500 pts each.
    FRT *Renspecs* must be destroyed for 100 pts.
    B-wing *Scarlet 4* must be captured for 1000 pts.

TIE Defender Mission 3: Inspect and Disable

Inspect all cargo ships passing through your area. If you discover contraband, assist the transports that will attempt to board these craft.

Mission Analysis

First inspect modular conveyor group Trawler. When A-wing *Red 1* arrives, switch to missiles and fire one at the A-wing. Then switch to quad-fire lasers

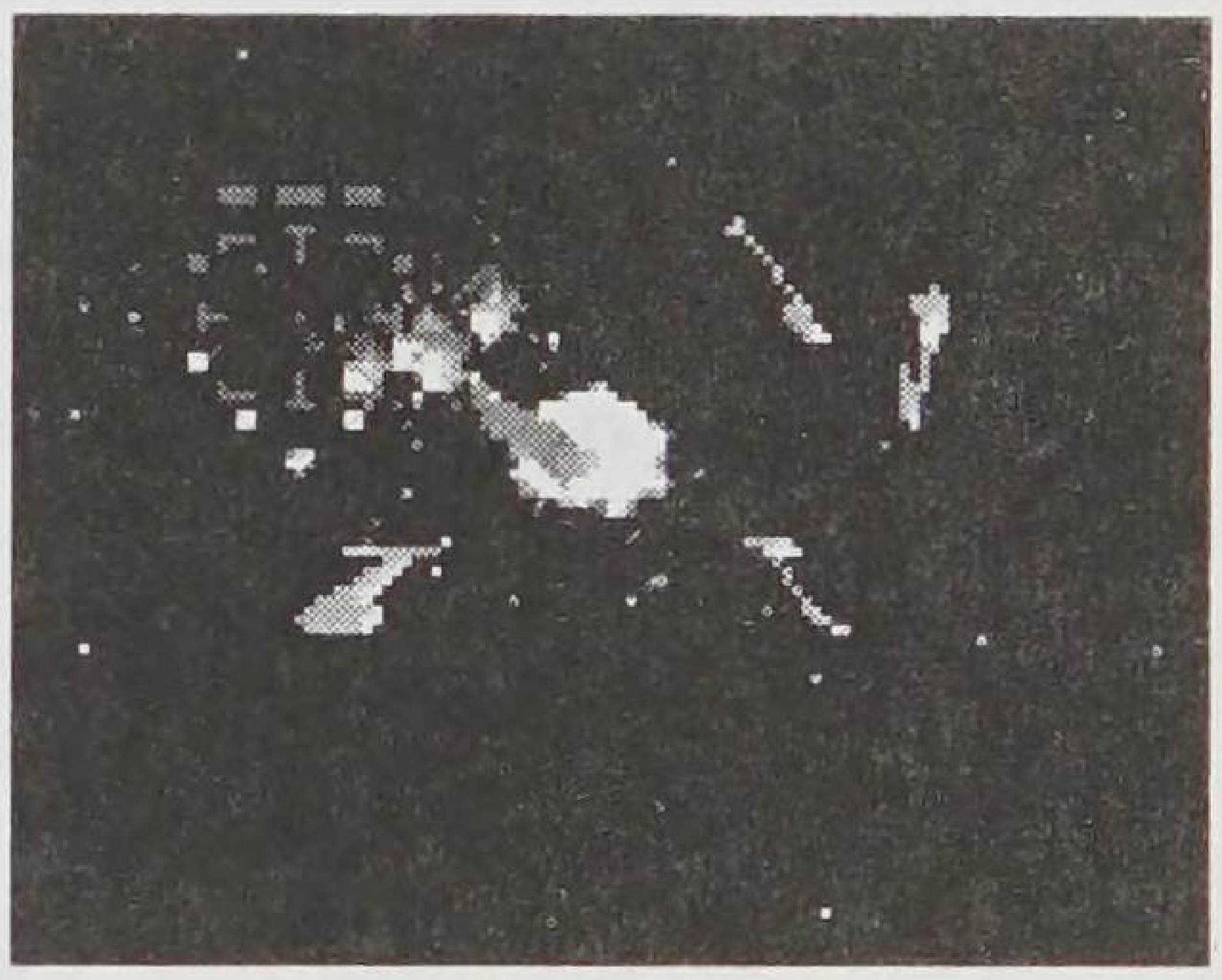


Cargo Ferry Juble 2 has been disabled.

Disabling *Juble 2.*

and use your beam weapon to control A-W *Red 1* while you destroy it. Next inspect cargo ferry group Juble. Find the one with Rebels (*Juble 2*) and save that to memory. Take out B-W Blue 1. Then inspect CORT *Hatch* and transport group Olumpa. Next, inspect Corellian CRV group Red to complete your primary mission objectives.

Now you want to disable the cargo ferry with the Rebels. Also, be sure to protect any Imperial craft that come under attack, especially *TRN Omega 1*, which will board the cargo ferry when it's disabled. Help the *Omega 1* accomplish its mission, then complete your inspections and destruction of various starfighter groups. If the *Omega 1* is destroyed, you will not be able to complete secondary goals.



Rebel CRVs.

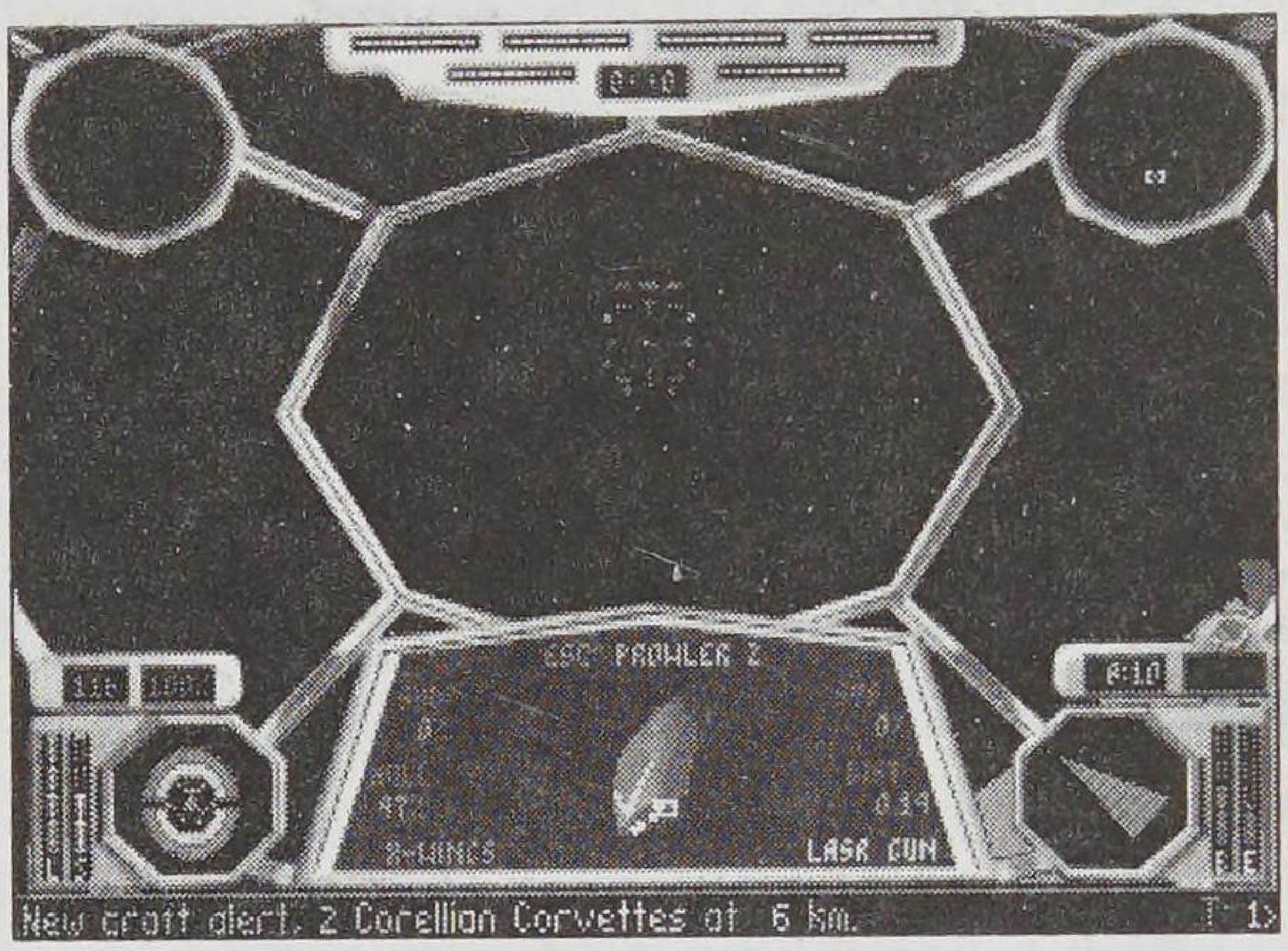
Debriefing

Primary Goals: Inspect all of Corellian corvette group Red.
    Inspect Corellian Transport *Hatch.*
    Inspect all of transport group Olumpa.
    Inspect all of modular conveyor groups Trawler and Switch.
    Inspect all of cargo ferry group Juble.
Secondary Goals: Cargo ferry *Juble 2* (with Rebels) must be captured.
Bonus Goals: A-wing *Red 1* must be destroyed for 200 pts.
    All of B-wing Blue must be destroyed for 400 pts.
    All of X-wing group Gold must be destroyed for 500 pts.
    All of Y-wing group Gold must be destroyed (Hard mode) for 500 pts.
    Nav buoys B-52 and B-53 must be destroyed for 250 pts each.

TIE Defender Mission 4: Disable and Capture

Disable at least one Rebel escort carrier. Try to inspect the other. Assist until the escort carrier is captured.

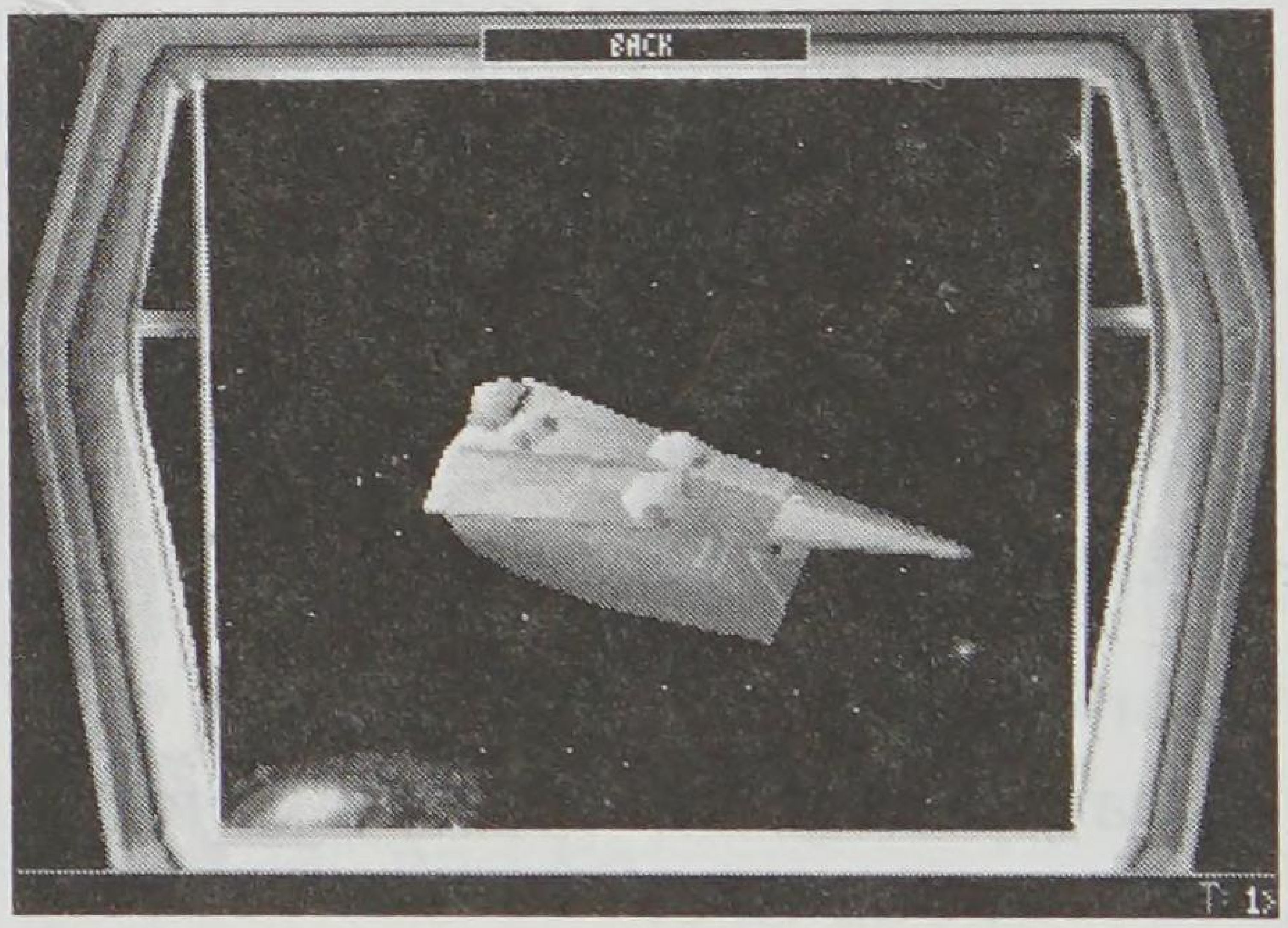
Mission Analysis



New craft alert. 2 Corellian Corvettes at 6 km.

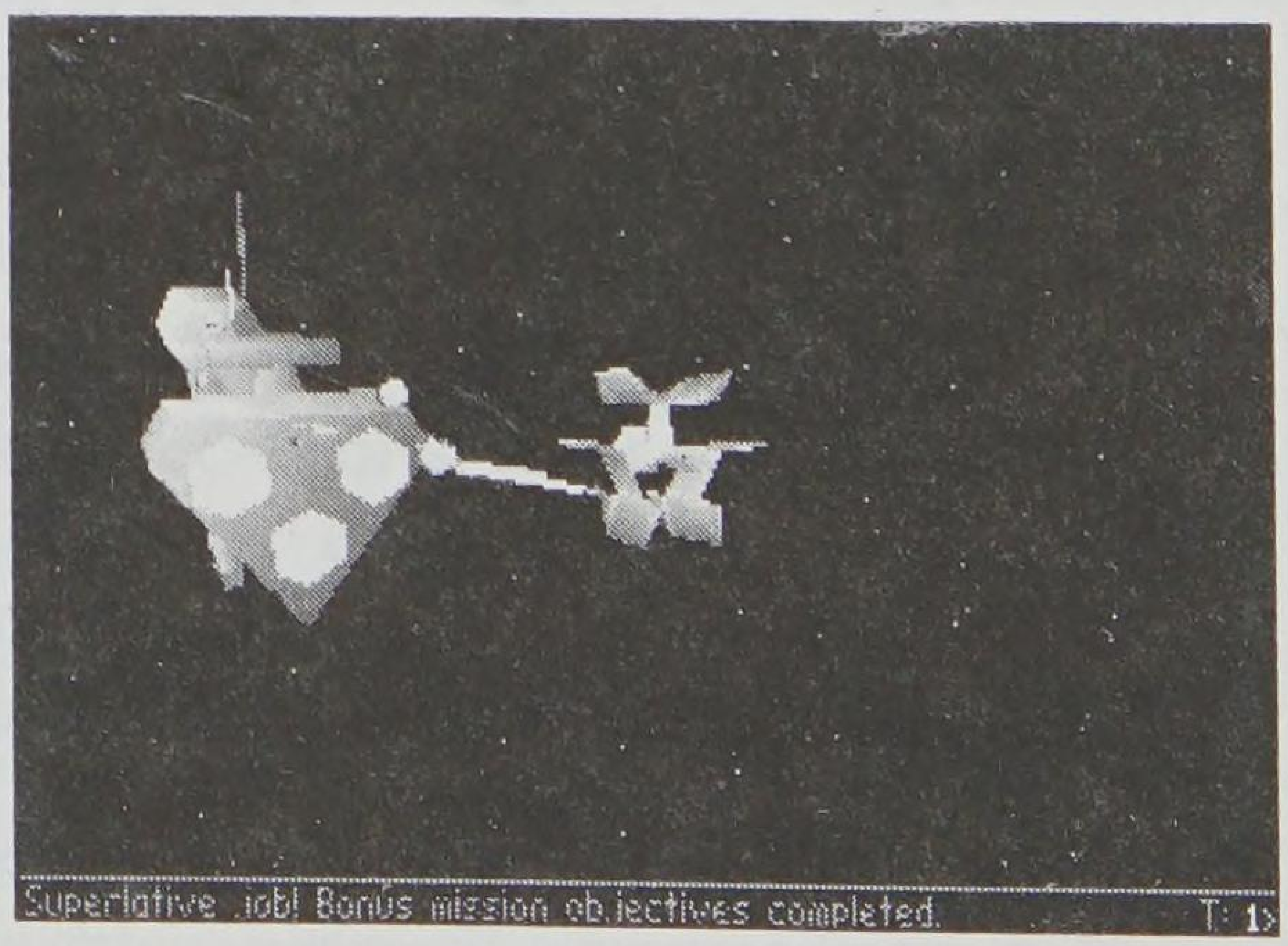
Disabling ESC *Prowler 2.*

Save the escort carriers to memory locations. Attack ESC *Prowler 2* first. Set recharge rates to maximum and set off after the ESCs. One problem you'll probably encounter is that the other ships in your flight group may not deliver their bombs effectively, since the escort carriers have anti-missile defenses. Order them to wait, therefore, and head in for a point-blank delivery at top speed, evading the escort carrier's gunners. The two bombs knock the shields down to about 54%. Now order the rest of your flight group to resume their mission. Be sure to inspect both escort carriers.



The Interdictor docks with *Prowler 2.*

Go into standard proceedure for attacks against capital ships. Try to take out the turrets on one hemisphere, then disable the ESC. Now 4 Rebel CRVs appear and 3 X-wings. Order your wingmen to take on the X-wings while you head for the corvettes. Take out one gun turret on each and they will be helpless. Use ion cannons to disable them when they get down to zero shields. The Interdictor cruiser *Suelu* is now under attack from the corvettes, so speed is essential.



Superlative job! Bonus mission objectives completed.

Mission complete.

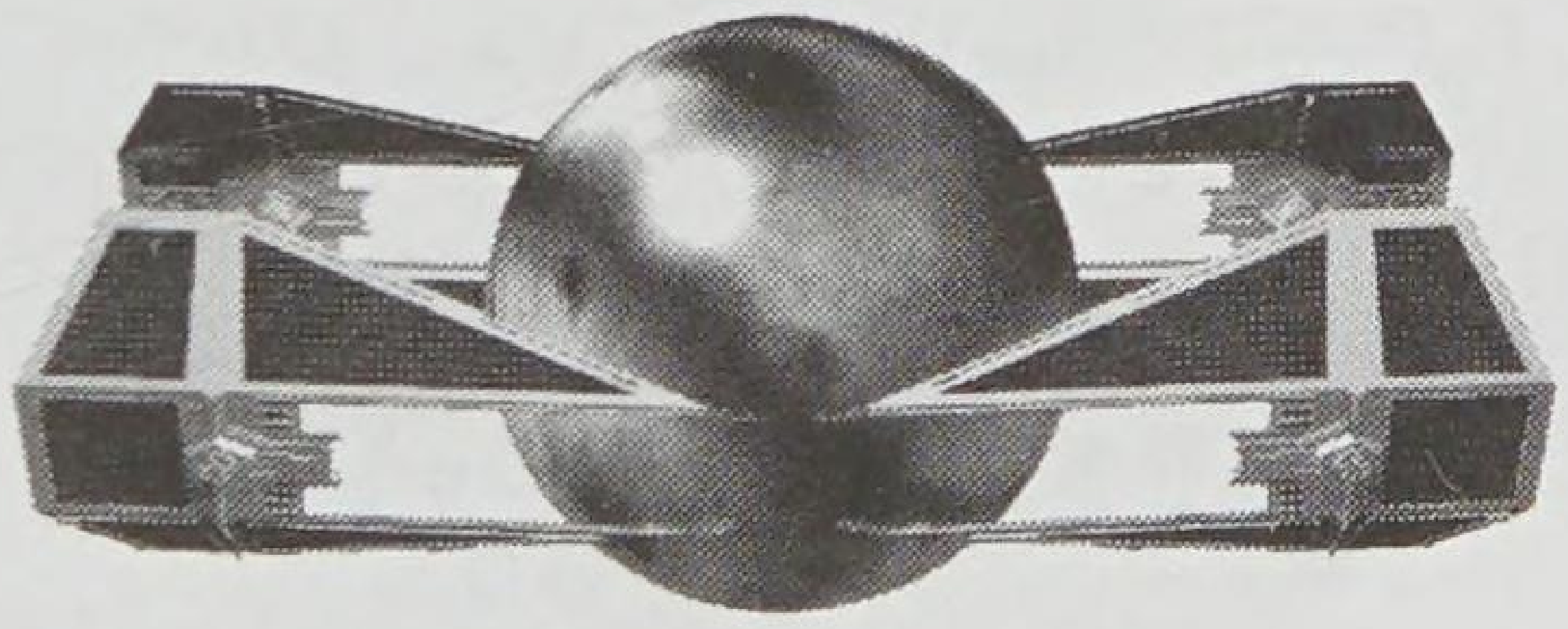
Once the corvettes are taken out, switch to the Rebel starfighters and finish them off. With your beam weapon and superior speed, you should have little trouble mopping up the enemy. Keep at it until *Prowler 2* is captured and your primary mission goals are complete.

(FRG *Egale* will appear about a minute after the destruction of CRV group Spear. If you want to wait, disable Spear, but don't destroy it until you've taken care of all the other Rebel threats.)

If you want, stick around and destroy the FRG *Egale* and its ships for lots of bonus points. Remember to destroy the frigate's gun turrets on one side so you can finish him off without being shot at.

Debriefing

Primary Goals: 50% of escort carrier group Prowler must be captured.
Secondary Goals: All of escort carrier group Prowler must be inspected.
    All of Corellian corvette groups Sharky and Spear must be destroyed.
Bonus Goals: All of A-wing group Red must be destroyed for 500 pts.
    All of X-wing group Blue must be destroyed for 1200 pts.
    All of A-wing group Gold must be destroyed for 2000 pts.
    All of B-wing group Red must be destroyed for 5700 pts.
    FRG *Egale* must be destroyed for 6000 pts.



It was several days later that the turmoil caused by Mordon's death died down, the investigators shipped out, and routine once again set in. Maarek was awaiting his first assignment as a pilot. He had little to do, and spent most of his time with other pilots or at the simulators. When the message came through, he almost missed it. He hadn't checked on the link for several days — didn't use it much. Mostly found general announcements or studied historical texts when he had nothing else to do.

This message was different. It said:

> Cadet Maarek Stele
>
> Imperial Star Destroyer *Vengeance*
>
> Origin: Kuan.Taroon.Stele
>
> My Dearest Maarek,
>
> I have missed you. I hope you are well. Please write. I hope to meet you in Celadon City.
>
> All My Love,

The message was signed, Mother.

Maarek knew it was a phony from the first words. His mother, in her entire life, had never, and would never call him "My Dearest Maarek." Moreover, he had never planned to meet her in Celadon City. She would not have written "All My Love." Finally, she would not sign her name "Mother." She would have signed it "Marina." In fact, there was nothing right about this message at all.

Intrigued, and a little frightened, Maarek looked at the message file itself. From the size of it, there should have been much more information. But he couldn't figure out how to examine the file. It was locked and only the fake message would appear when he attempted to get inside.

After several minutes of fruitless attempts, Maarek gave up. He was about to head back to the simulators when it came to him. Celadon City. That wasn't something he and his mother shared.

With a rush, he didn't know whether it was fear or excitement, he ran back to the holodeck. He located the message file and then keyed in the password. "There's a fog over Celadon City." It had been his private code. This had to be from Mordon!

"Stele:

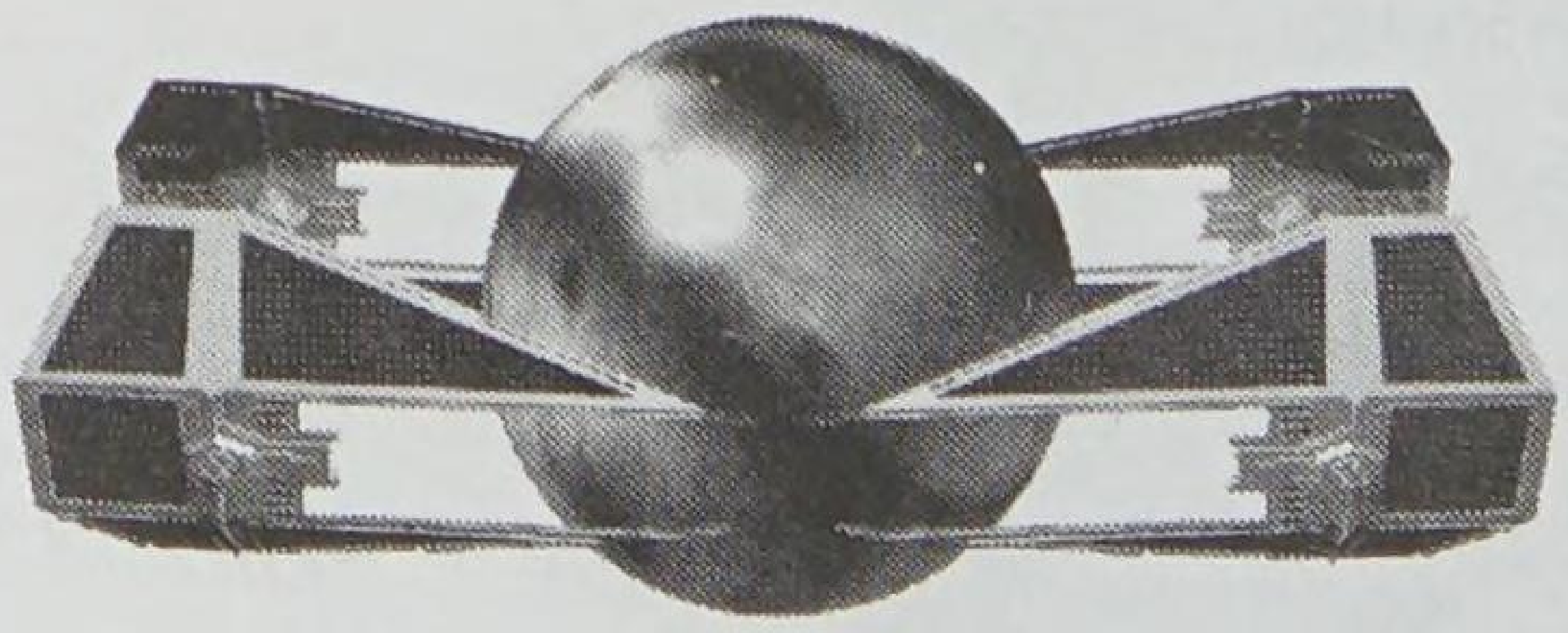
I am getting very close to the source of the treachery. Soon I will have the names of the traitors. But the enemies of the Empire also have their spies. I feel danger aboard the *Vengeance*. I am issuing orders to remove you from the ship. You will be sent to a remote outpost. There you may be safe. Eventually, you will be reassigned.

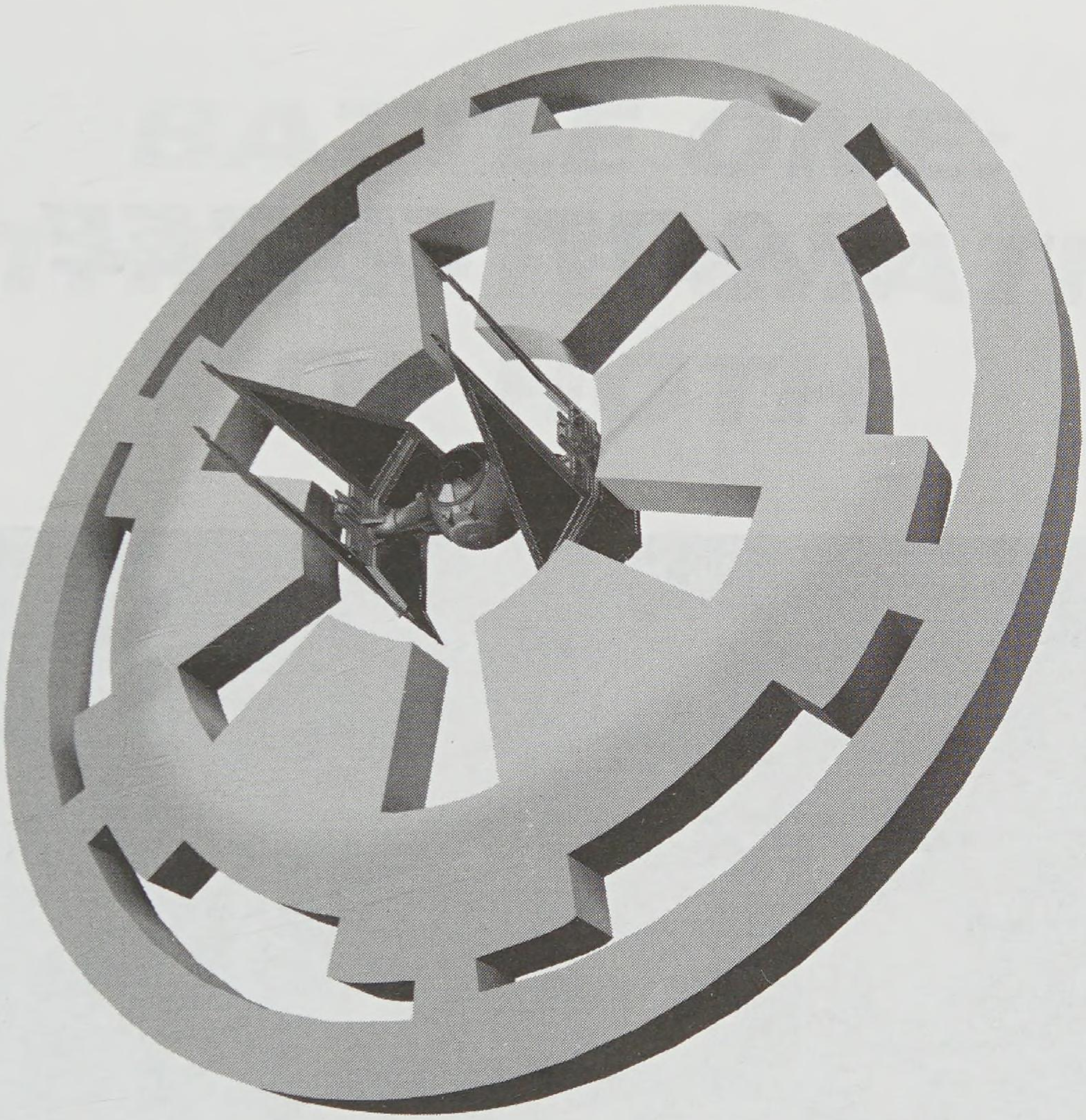
If you get this message, it means something may have happened to me. Do your job. You will be contacted. You have exceptional gifts. Remember, don't take chances.

Your friend,
M"

Maarek read the message several times. He was struck by the irony of Mordon's last line. No chances, indeed. When he had gleaned every nuance from the words on the screen, he punched the purge button and the screen blanked out, leaving only the Imperial logo. It was risky to have any unrestricted message, and Maarek knew it could be traced. But aboard the Star Destroyer, nobody really had the time to check every message.

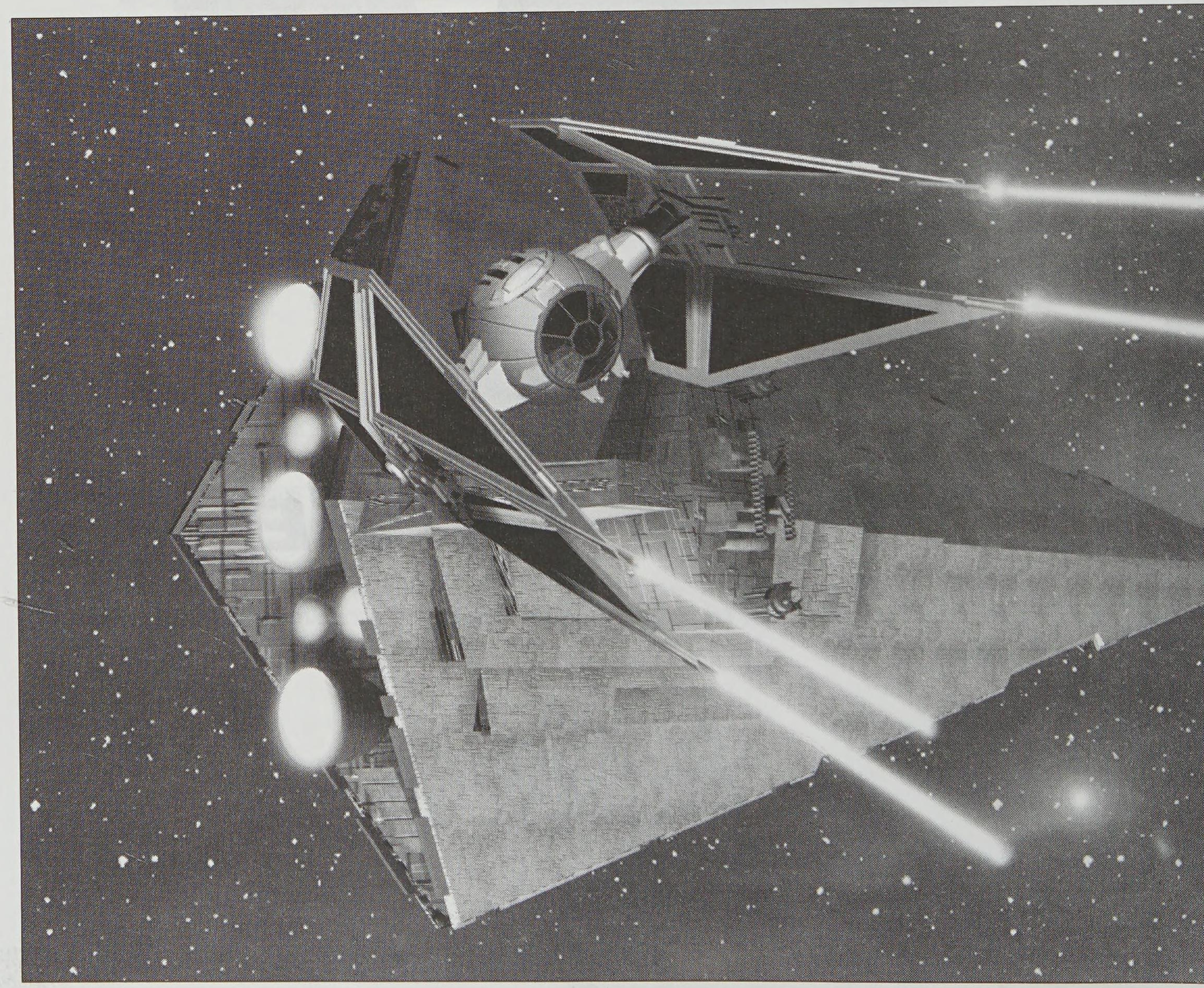
He thought for a long time about Mordon. Anxious, he went to the simulators and flew some training missions. He always felt better when he was in the cockpit of a starfighter.



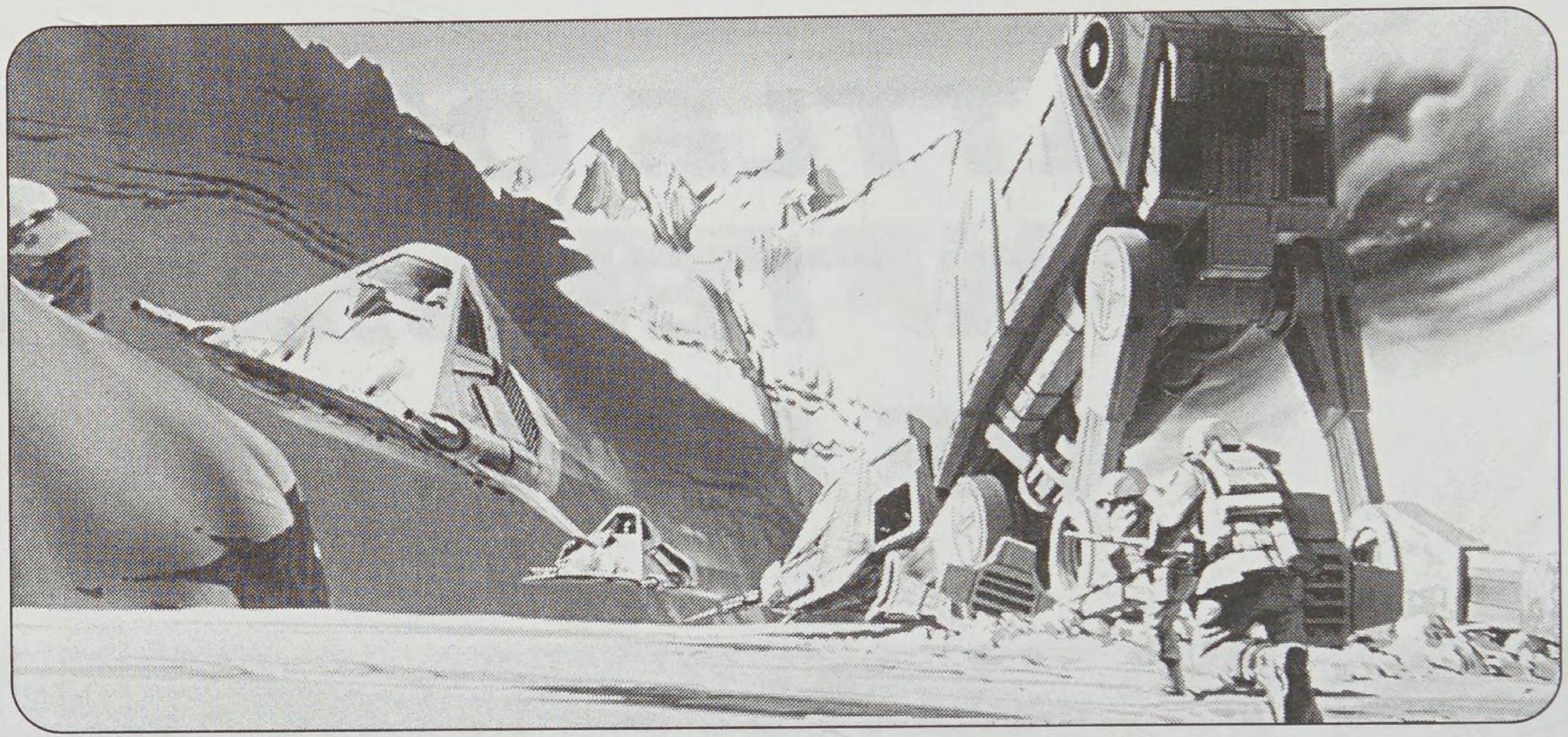


PART THREE

PART THREE



BATTLE ONE: THE AFTERMATH OF HOTH



IMPERIAL INVASION OF HOTH

PART THREE

Battle One
The Aftermath of Hoth

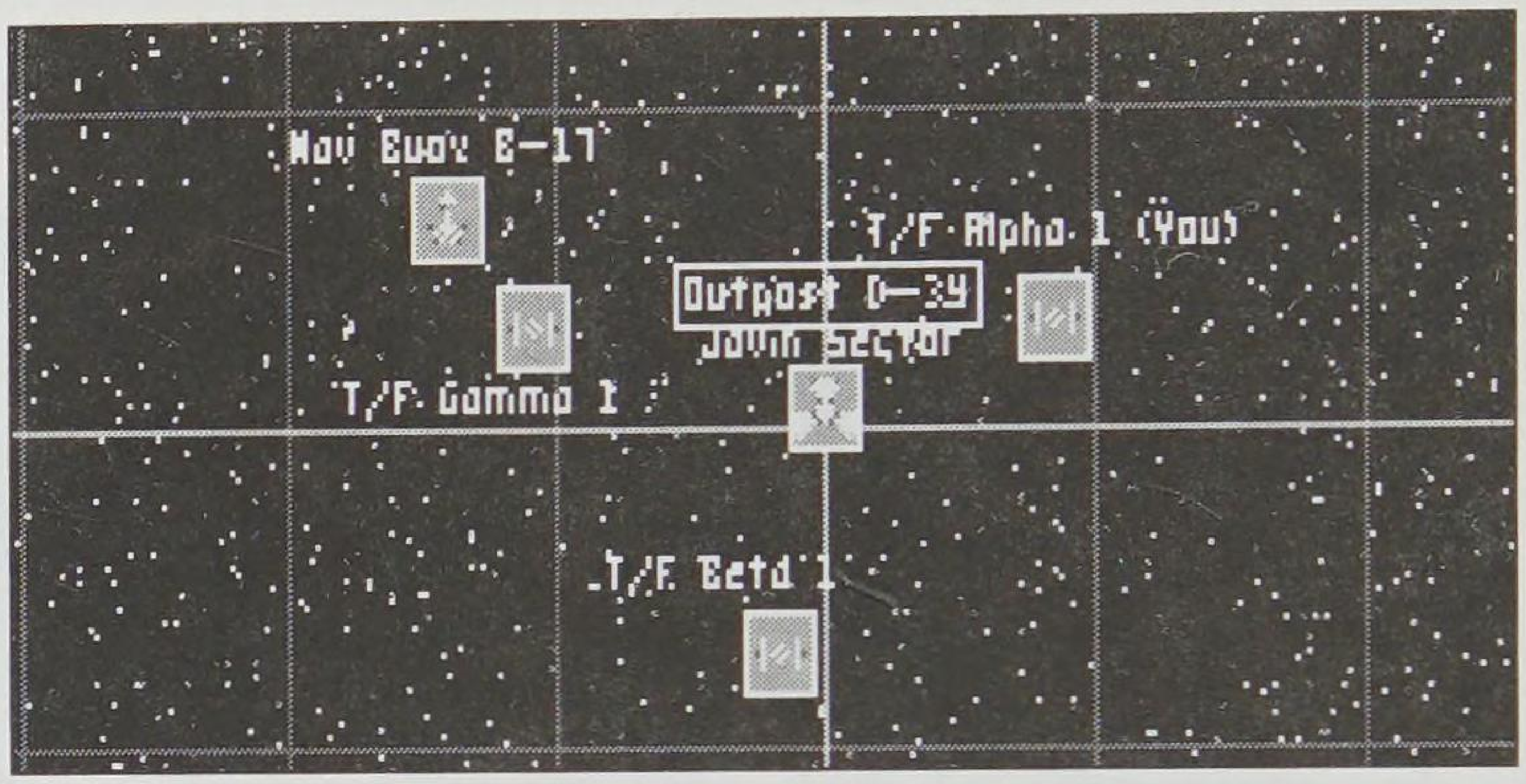
The Rebel base at Hoth had been routed, a major victory for the Empire. Word of success had even reached out to this remote outpost — Platform D-34! When Mordon had written in his message that he was removing Maarek from danger, he hadn't been kidding. This place was dull, boring, and tedious.

The platform itself guarded a major trade route in the Javin sector. Maarek drew shifts every day, flying patrol and inspecting cargo craft that were detained by the Imperial customs agents. It had been exceedingly dull, but now there was a definite buzz in the air.

He walked down the narrow hallway toward the launch pad, his boots making hollow thuds against the metal deck. He almost collided with one of the platform crew coming in from an adjoining hall. The man was a "local," one of the kind who pulled long duty on the platform — staying there for a year or more. The man nodded in Maarek's direction. Most of the locals were standoffish about pilots, who rarely stayed long, but this one was attempting to be friendly. Maarek had no time to chat, though. The buzzer was sounding. There were incoming ships.

As dull as it was inspecting cargo containers and freighters, it was better than sitting around on the platform. At least he'd be back in the cockpit. He was glad there was some action, however insignificant.

MISSION ONE PATROL JUMP POINT D-34



Mission Briefing

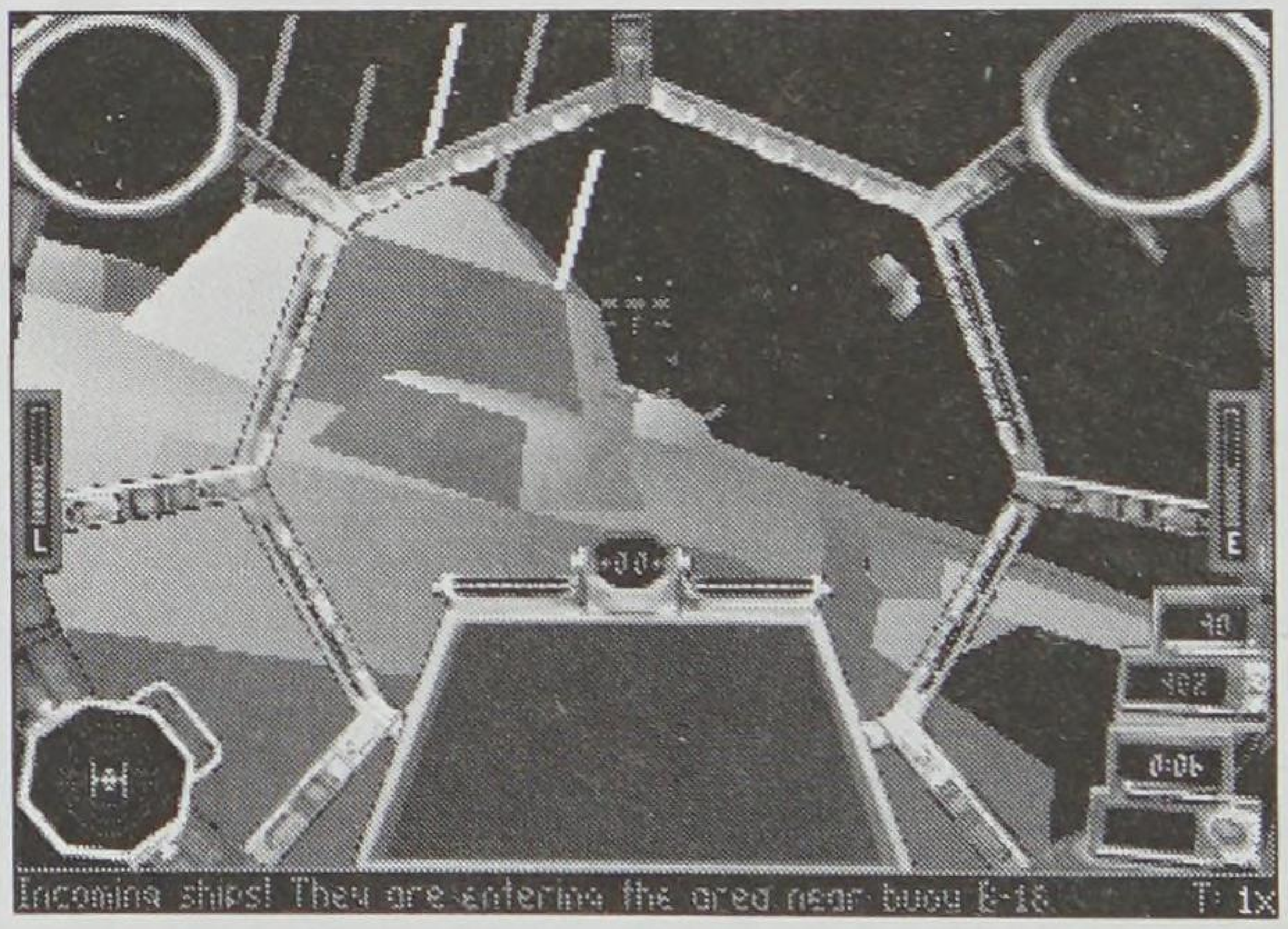
Inspect incoming cargo vessels. Fly close to each freighter to get a good scan. Keep your eye out for anything unusual.

Stele's After-Action Report

I pressed the "C" button to turn on the camera, which is standard procedure to help me evaluate my performance afterward. Not to mention how it helps my senior officers evaluate me. But that's all part of the job.

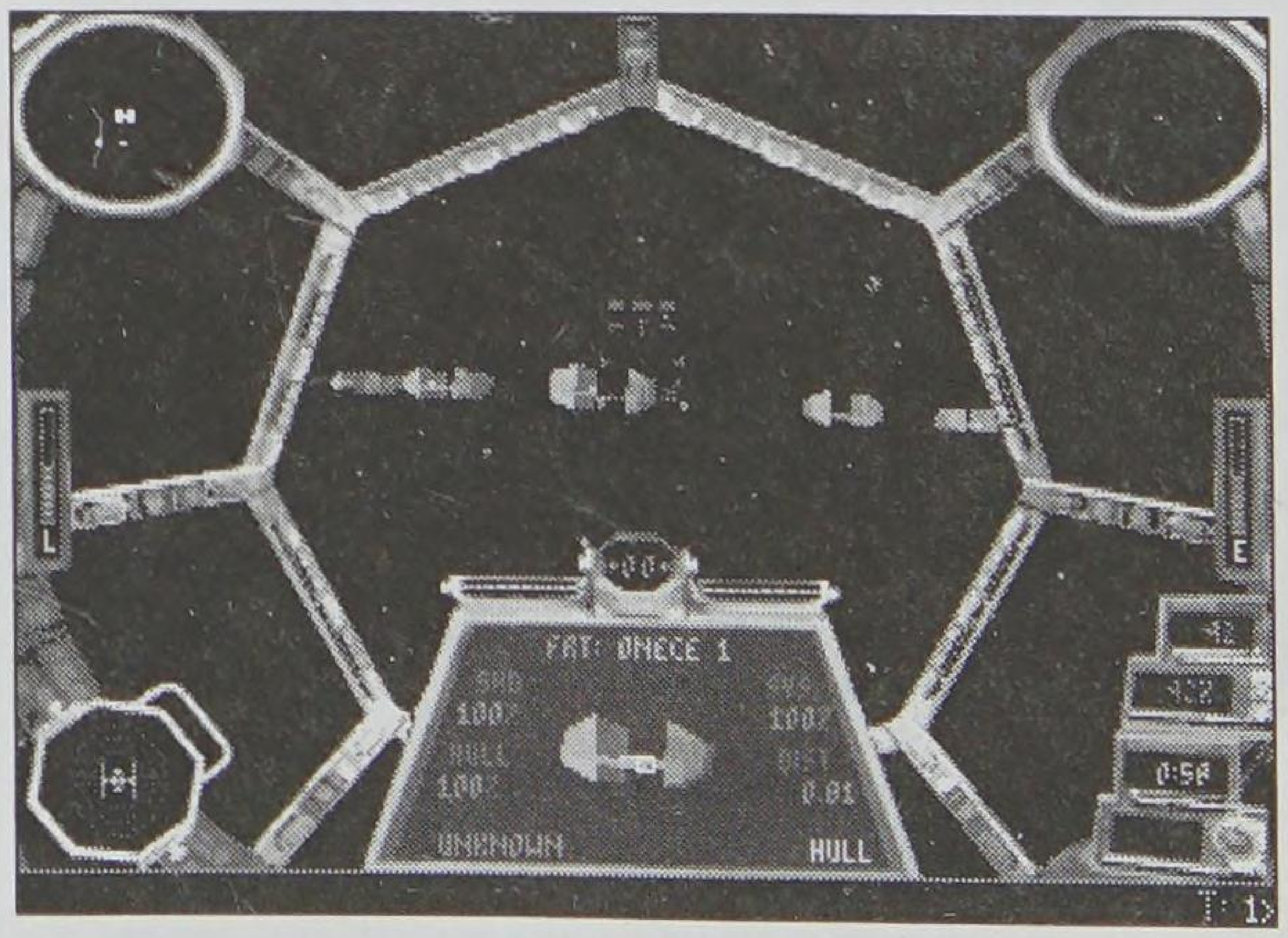
The platform was directly in front of me. I pulled up a little and kept going in a straight line. My engines were only powered at 90%, so I pushed them up to 100% (Backspace).

There were two unidentified transports and five freighters jumping into the inspection area. Both were requesting permission to pass through this area. The freighters were closer to me, but the transports were moving much faster, so I decided to inspect the transports first. I toggled my CMD until

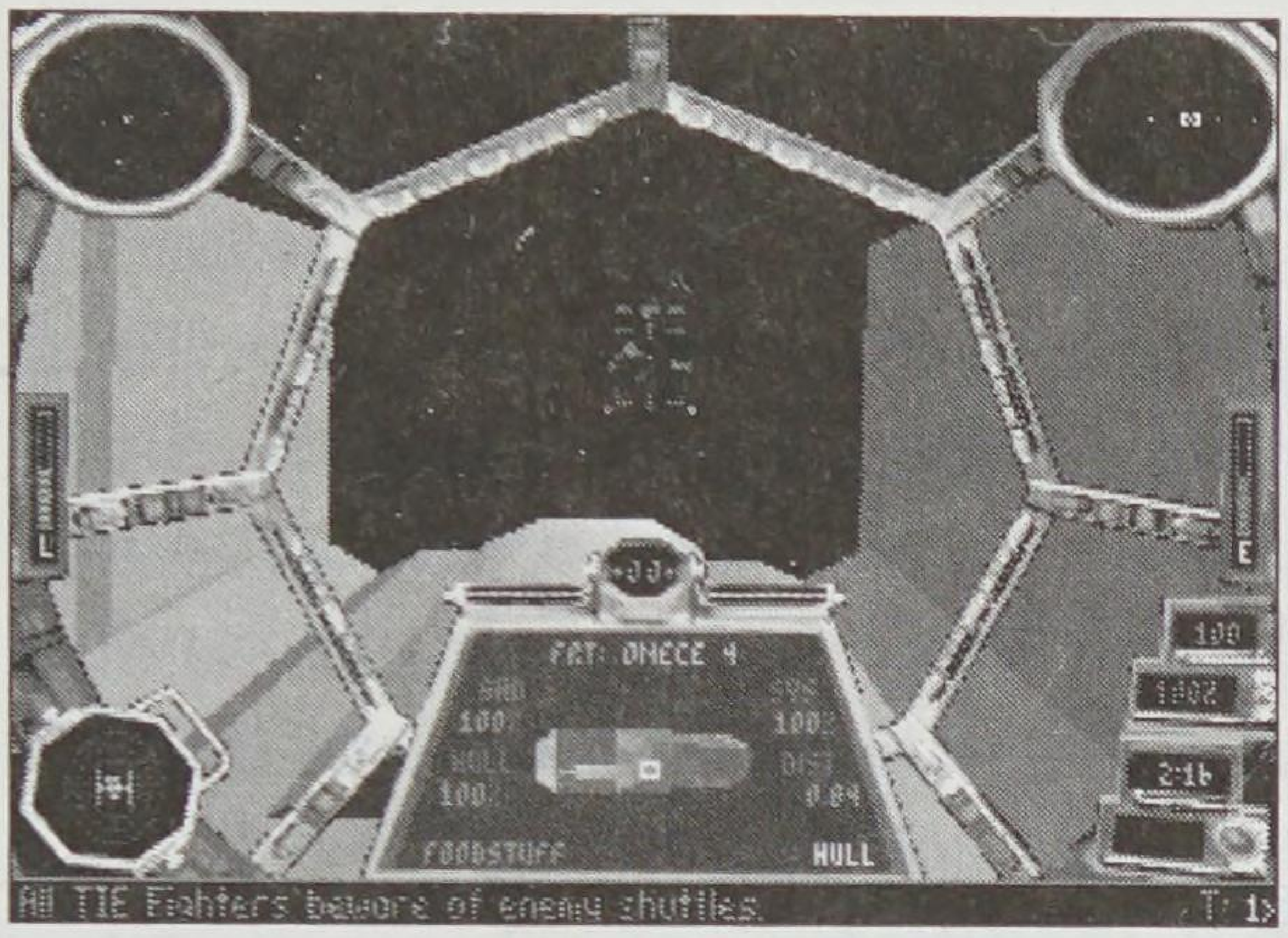


Incoming ships! They are entering the area near buoy B-18.

Mission start.

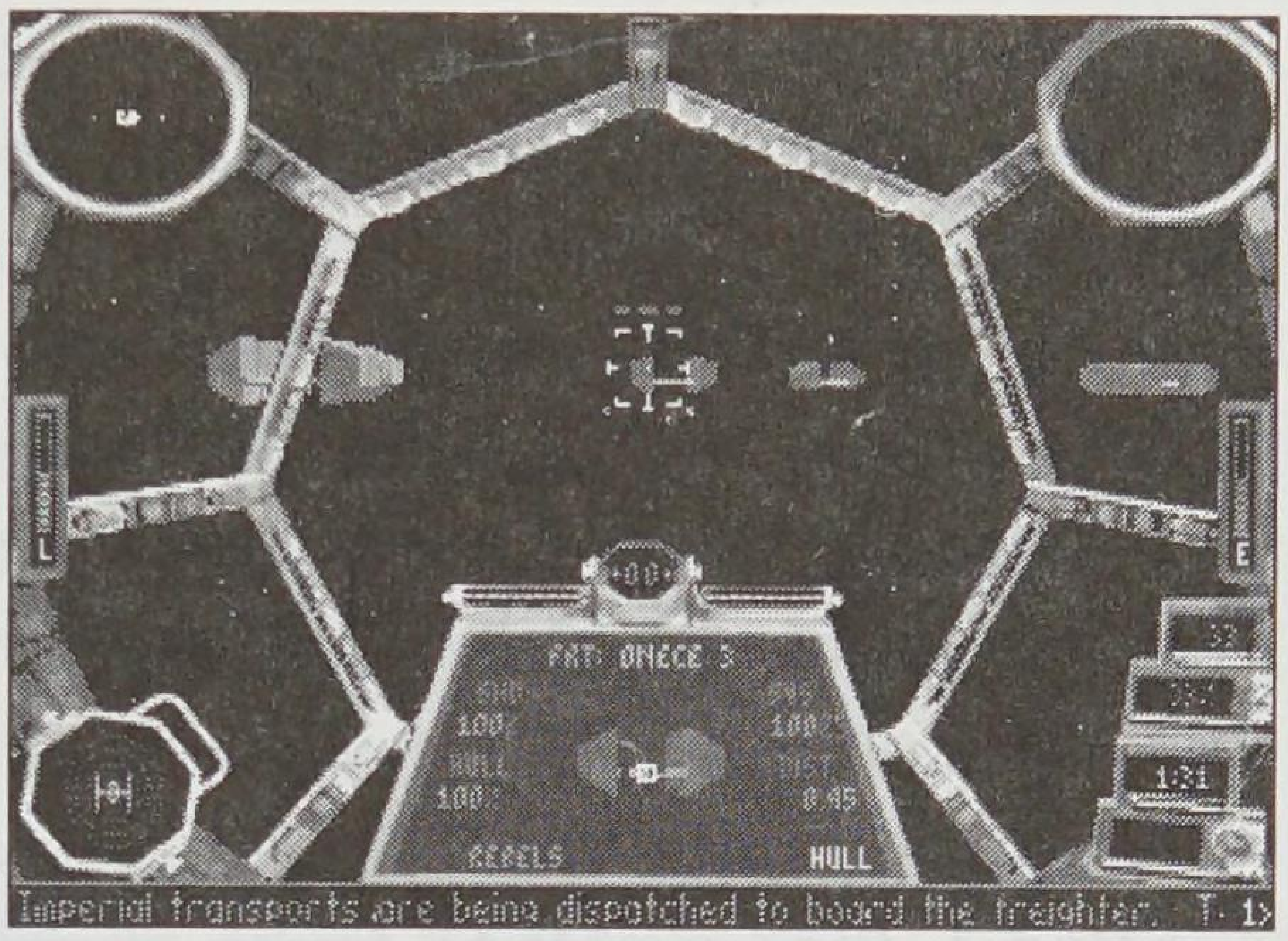


Approaching the freighters.


FRT: ONECE 4
100%
HULL
100%
100%
0.04
FOODSTUFF
HULL
100
2:16
L
E
T: 1>

All TIE Fighters beware of enemy shuttles.

A close ID pass.


FRT: ONECE 3
100%
HULL
100%
100%
0.45
REBELS
HULL
1:31
L
E
T: 1>

Imperial transports are being dispatched to board the freighter.

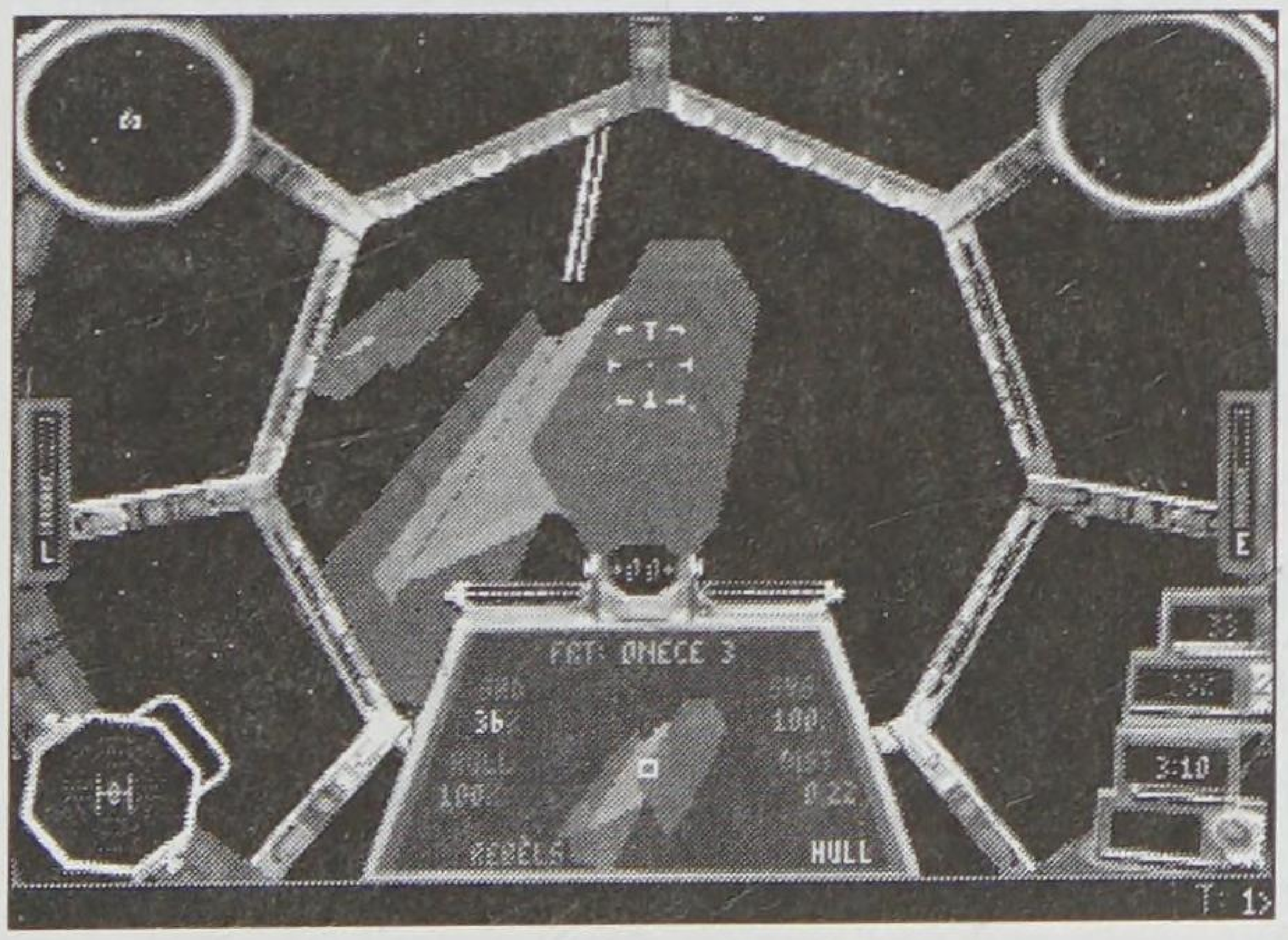
Finding the Rebels aboard *Onece 3.*

transport Data 1 was targeted. Transport *Data 1* had workers in it. *Data 2* also had workers.

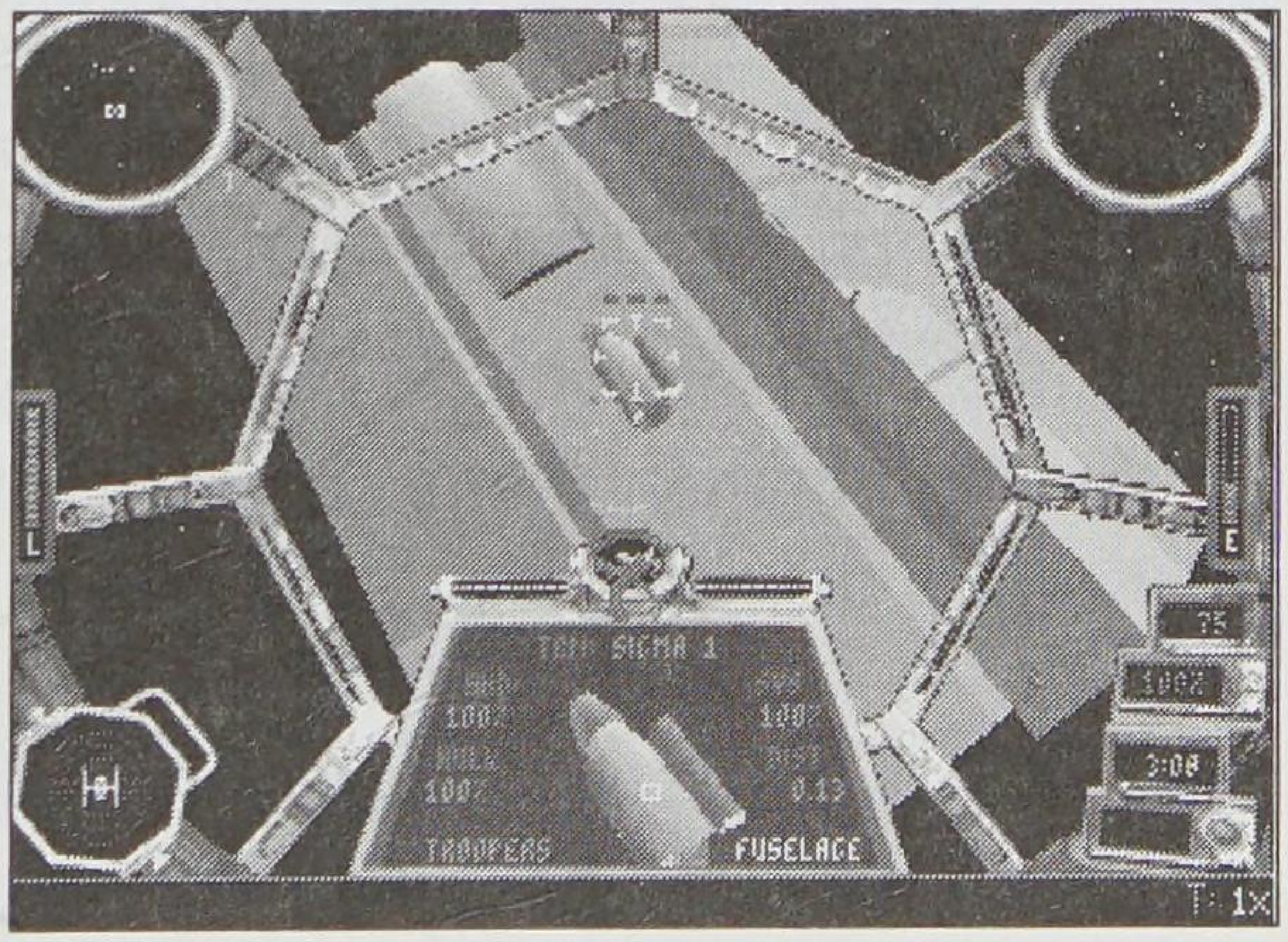
Having taken care of the two transports and finding no serious problems, I pressed "T" to target the first of the freighters. All the freighters had foodstuff in their holds. All of them, that is, until I came to freighter *Onece 3*. This one was carrying Rebel fugitives. Probably from the Hoth battle, I thought.

"There are Rebels on that one," I called over the comlink, then continued with my mission and finished inspecting all the freighters. I got an acknowledgment from base that I had completed the main mission.

I continued to fly around these freighters, sticking close to the one carrying the Rebels. That's when I noticed some new, unidentified shuttles entering the area. Meanwhile, the base transports were firing their ion cannons at the freighter, and I was requested to help them. I pressed F9 to increase my cannon recharge rate. I flew in close and helped bring the


FRT: ONECE 3
36%
HULL
100%
100%
0.22
REBELS
HULL
3:10
L
E
T: 1>

Bringing down the shields.

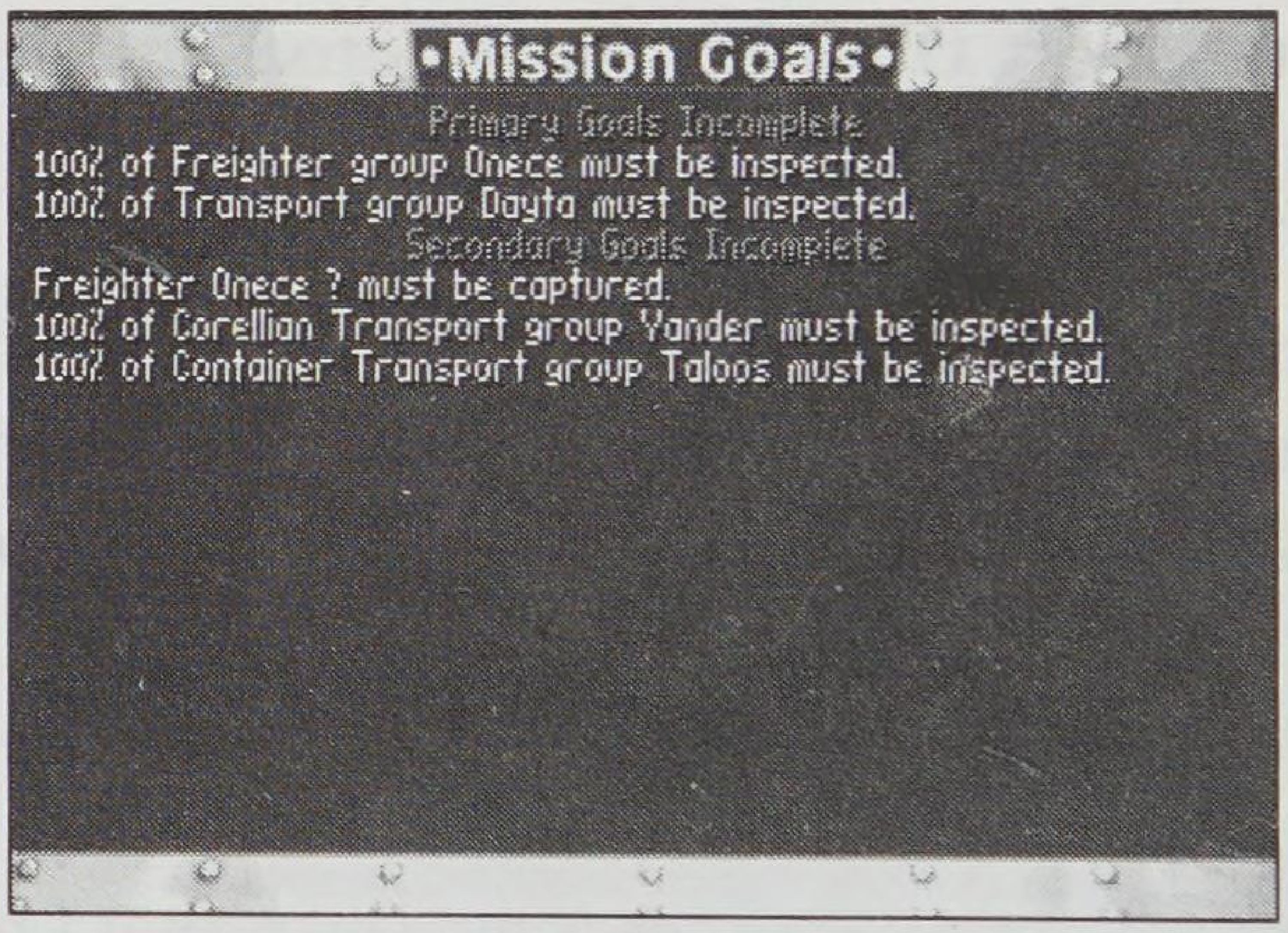

TRN: SIGMA 1
100%
HULL
100%
100%
0.13
TROOPERS
FUSELAGE
75
100%
3:08
L
E
T: 1×

TRN *Sigma* boarding *Onece 3.*

shields down on the freighter *Onece 3*, but just the shields. I had it down to 46%, then the shields were down. I damaged the hull a little; didn't mean to do that.

I noticed in my scanners that the new shuttles were getting close. Time to take a look. Note to myself: Do not attempt to take on a shuttle head-on! I maneuvered around the slower shuttle, got behind it, and cut my speed to about 2/3 so I wouldn't overtake him. Once I was on his tail, I stuck to him and blasted away. These shuttles can take some punishment! And I didn't want to stay there too long, in case someone might come up behind me. I got Roe 1, then switched to go after *Roe 2*, then *Roe 3*.

Somewhere in there, the message came across that the freighter with the contraband had been captured. Good. But not so good was the fact that more Rebel craft had jumped into the area, and that could only spell trouble. I throttled up to 100% and went after another shuttle group called Escro. When I got close enough, I returned to 2/3 throttle. They went the same way as Roe.



•Mission Goals•

Primary Goals Incomplete

100% of Freighter group Onece must be inspected.

100% of Transport group Dayta must be inspected.

Secondary Goals Incomplete

Freighter Onece 3 must be captured.

100% of Corellian Transport group Yander must be inspected.

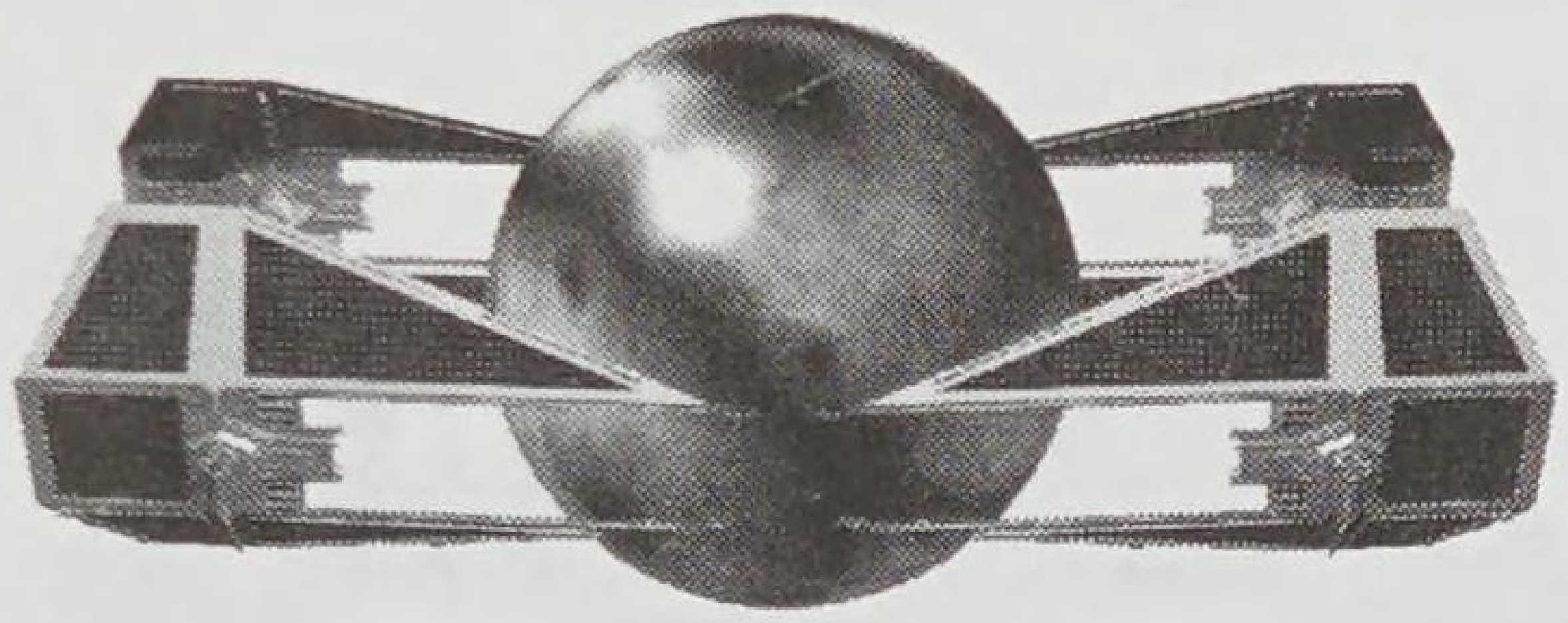
100% of Container Transport group Taloos must be inspected.

Mission goals

Debriefing

Primary Goals: Inspect Freighter group Onece
Inspect Transport group Dayta
Secondary Goals: Freighter *Onece 3* must be captured.
Inspect Corellian transport group Yander
Inspect Container transport group Taloos
Bonus Points: Inspect Corellian transport Group Yander (150 pts)
Destroy TRN *Glich* for 500 pts (Hard level only)

TRN *Sigma* brought in the Rebel fugitives and Maarek was at the launch pad when they were escorted in. There were ten of them, shuffling along in shackles. An escort of blaster-carrying stormtroopers led them into the interior of the platform. Maarek shrugged. It brought back memories of being a Bordali prisoner, but he figured it served the Rebels right. He headed for the small area the pilots called home. It wasn't much — nothing like the suite of rooms dedicated to pilots aboard the Star Destroyer, but there he might find some other pilots to regale with his story.



Meanwhile, elsewhere on PLT D-34, the prisoners were escorted into a single cell in the brig. There, they were removed, one at a time, and taken to the hastily rigged interrogation room. Major Thorbo, senior officer aboard the platform, was joined by Admiral Flanken, who commanded the Star Destroyer *Hammer.*

"Your position is hopeless," Thorbo would begin. "You will never escape, and your petty Rebellion will be crushed like the empty shell that it is."

Inevitably, the prisoner would resist, giving only his name and rank within the Rebellion as military code required. But that would never be the end of it. In the corner of the room was a strange looking droid, which floated above the ground. There were various instruments protruding from its flexible arms.

Flanken would speak, then. "We truly mean you no harm, my friend. There is only the matter of your base location and current plans. We need only know a few facts, then you can return to join the others." Of course, they never joined the others, but that was a necessary lie.

After a while, during which the same basic conversation would take place, Admiral Flanken would point to the droid in the corner of the room. "Do you know what that is, my friend?" He always called them "my friend."

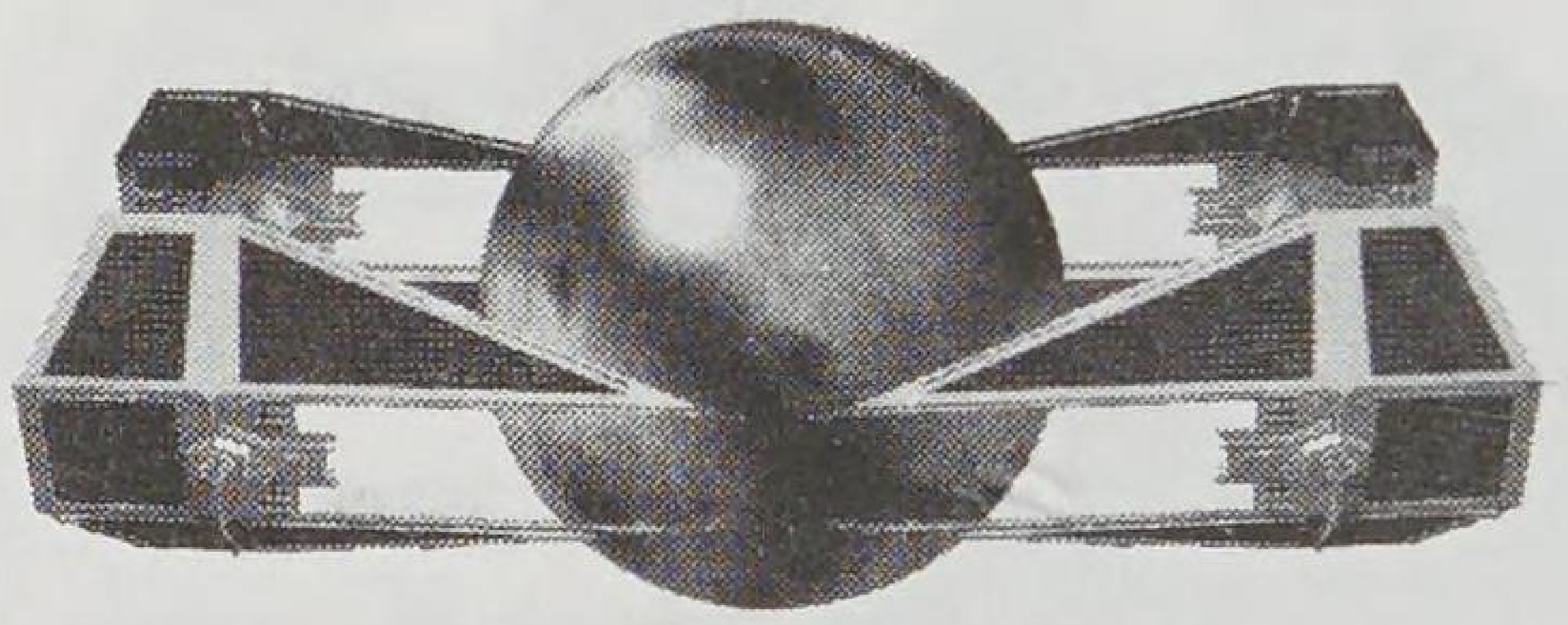
Some recognized the droid or knew its purpose; a shudder would pass through them, and Flanken would smile. The others, the ones who had never seen such a droid, would look defiantly as if they did not care.

"That unlikely looking droid is called an interrogation droid. It is quite adept at its job. It is impossible to resist, and can cause quite a bit of pain, I am told. It would be a shame to have to use it. This could all be quite pleasant."

"Stop wasting time," Thorbo would interject. "Let's use the thing and get it over with. I rather look forward to seeing this defiant fool cut down to size."

And so it would go. Some prisoners, particularly the Mugaabi sympathizers, who were more mercenaries than true believers in the Rebellion, would talk freely, giving what details they knew. Of course, they knew little, and inevitably the droid was used to wring out every gram of what they had inside.

Others, the true Rebels, were more resistant, but the result was the same. In the end, none could resist the droid, and the Imperial interrogators learned some useful information.



Maarek was getting bored again. He had been spending a lot of time in the simulators, which were of an older type than those aboard the *Vengeance*, and so were less realistic. There were a few other pilots aboard the platform, but none of them were in a very good mood. It wasn't a place where the up-and-coming pilots were stationed, and Maarek, after a little time spent with the others, thought he knew why these particular pilots had been placed where they were. He was not sure he belonged here, however, and itched to get a chance to prove his worth as he had aboard the *Vengeance*. His next opportunity came soon enough, when the Rebels launched a sneak attack on the platform.

But before that attack came, he was approached by a man in a robe reminiscent of the one the Emperor himself wore. The man approached quietly and stood for a second before saying, in a deep, quiet voice, "Stele." It was not a question, but a statement.

Maarek was instantly on edge. His battle reflexes took over and he tensed his body against an expected attack. But the strange man only said, "We have been watching you. Have you not been advised to come see us?"

"Yes," Maarek answered carefully. In fact, Mordon had insisted that he approach these strange people, but he had avoided doing so. Even in his boredom he always found something else to do. "Yes, I was told to see you, but I don't see why . . ."

"Don't ask questions without reason," the man intoned. His voice was monotonous, but strangely compelling. Maarek fell silent. "If you serve us, you serve the Emperor directly. Does that not please you?"

Maarek nodded.

"Good. Then know that you have been chosen to be a member of a very secret society. I am one of the keepers of its principles. But there are many soldiers, and you will be one. Before you go into battle, always check with one of us, and we will provide you with additional tasks. Succeed in them, and you will earn a very rare and special reward."

Maarek listened. As audacious as these claims were, Maarek knew them to be true. All of them. He was caught in a web of intrigue about which he knew nothing at all. But he knew he was caught — like a tauntaun from the recently vacated ice world of Hoth when the Wampa ice beast had it cornered — he knew there was no escape.

"I will do as you ask. But am I to know nothing more?"

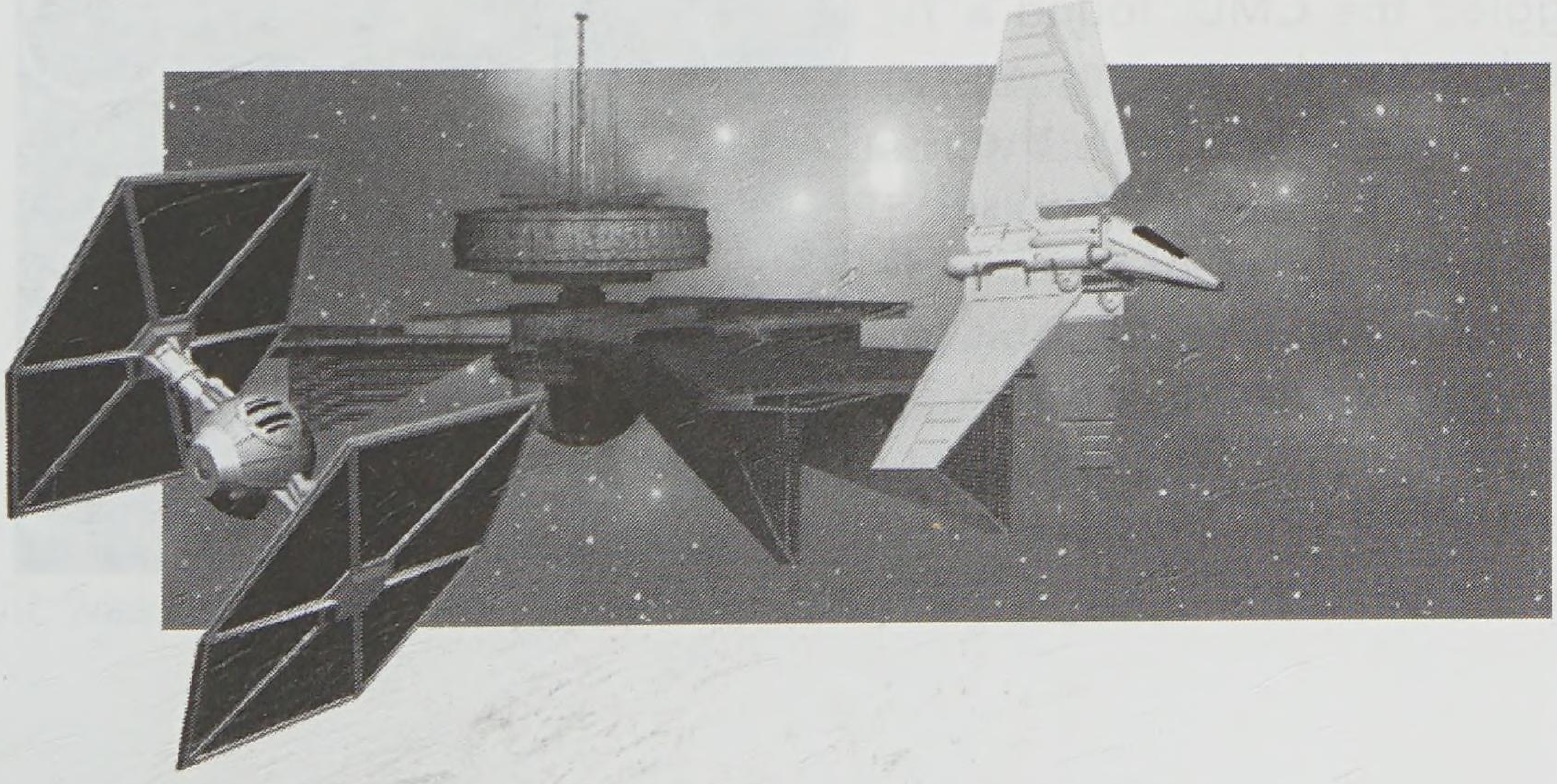
From within the darkness of the hood, Maarek glimpsed the suspicion of a smile. Or perhaps it was nothing more than a trick of light. Whatever it was, it was instantly gone, and might never have been there at all.

"More will be revealed. In time. If you serve us well, you will know all you need to know." The man turned to go, and Maarek barely heard his last words. "If you survive."

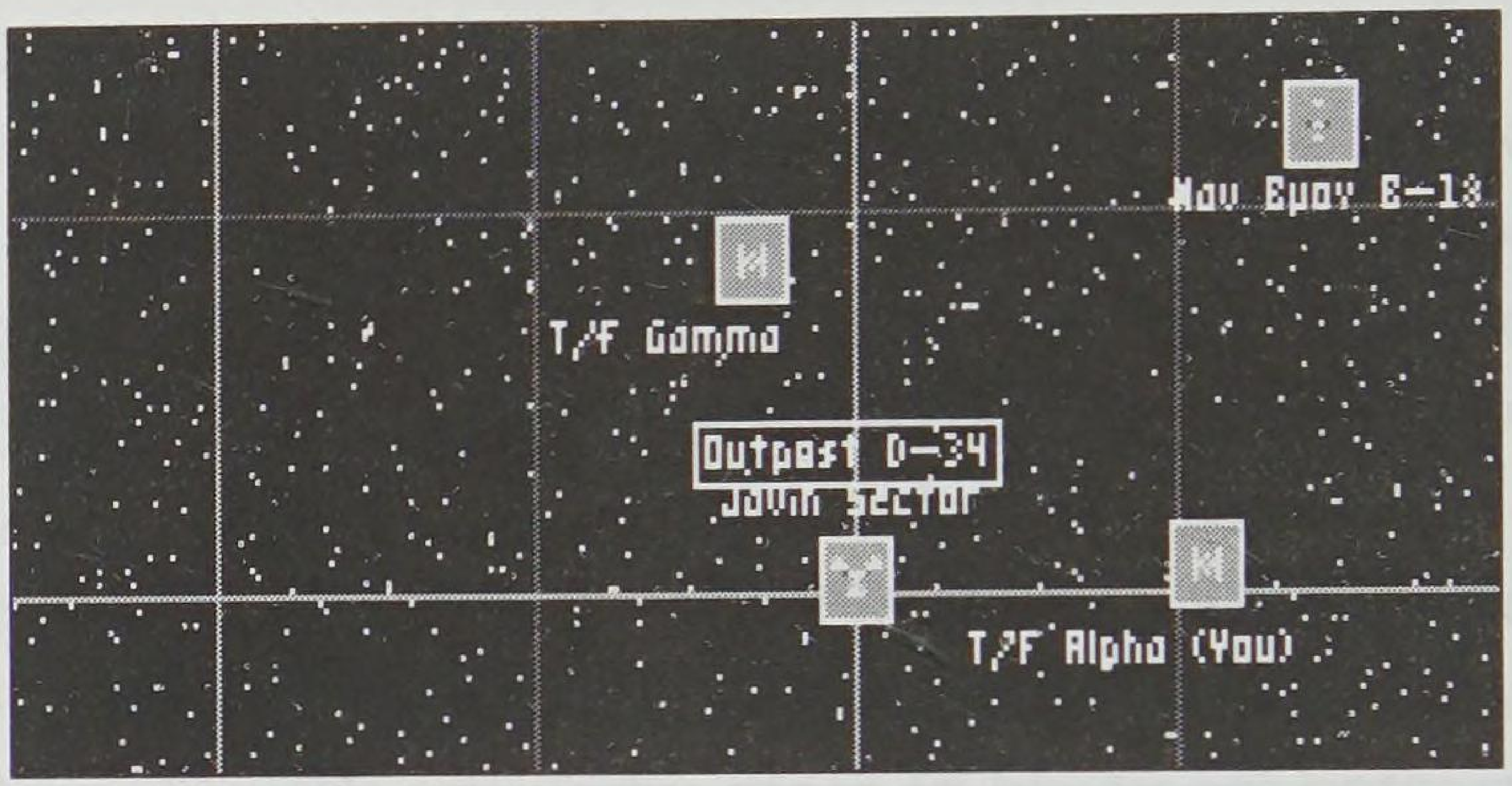
Back on the *Hammer*, Flanken met with his advisors. He stood on the bridge, the bustle of Star Destroyer operations around him. He liked to discuss strategy amid all the activity going on.

"I think we'll let the Rebel attack proceed with minimal resistance, just in case it's a feint or they're testing the situation. We'll withhold the *Hammer* until they are fully committed. Then we'll hit them with all our power. It should be a short battle, don't you think?"

Nobody disagreed.



MISSION TWO RED ALERT



Mission Briefing

The Rebel fugitives have given us valuable information. They're planning an attack on PLT D-34. You and your fellow pilots must hold off the attack and protect the platform until the STD Hammer arrives.

Secret Order

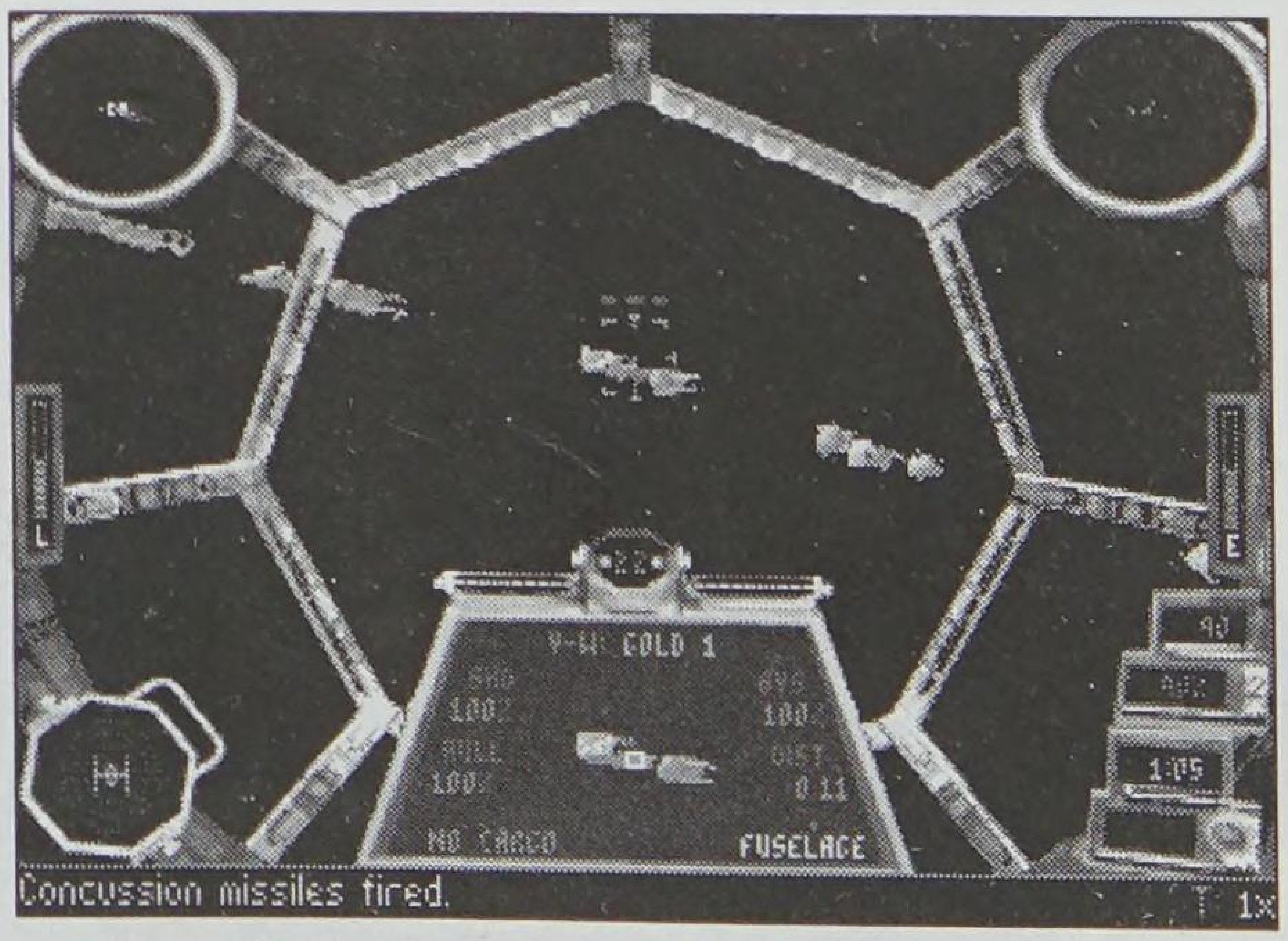
The Rebels have stolen an Imperial shuttle. Find the officers fleeing in it and identify the craft they are in. We will send a boarding craft once you have found the officers.

Stele's After-Action Report

Thank you, whoever you are. I mean the guy who fitted this TIE fighter with missile launchers.

I started the mission in the usual way, with camera systems on. Immediately several Z-95 Headhunters came into the area, so I went to full throttle and headed on an intercept vector with them. Just then, the order came through to attack a group of Y-wings that had followed the Headhunters.

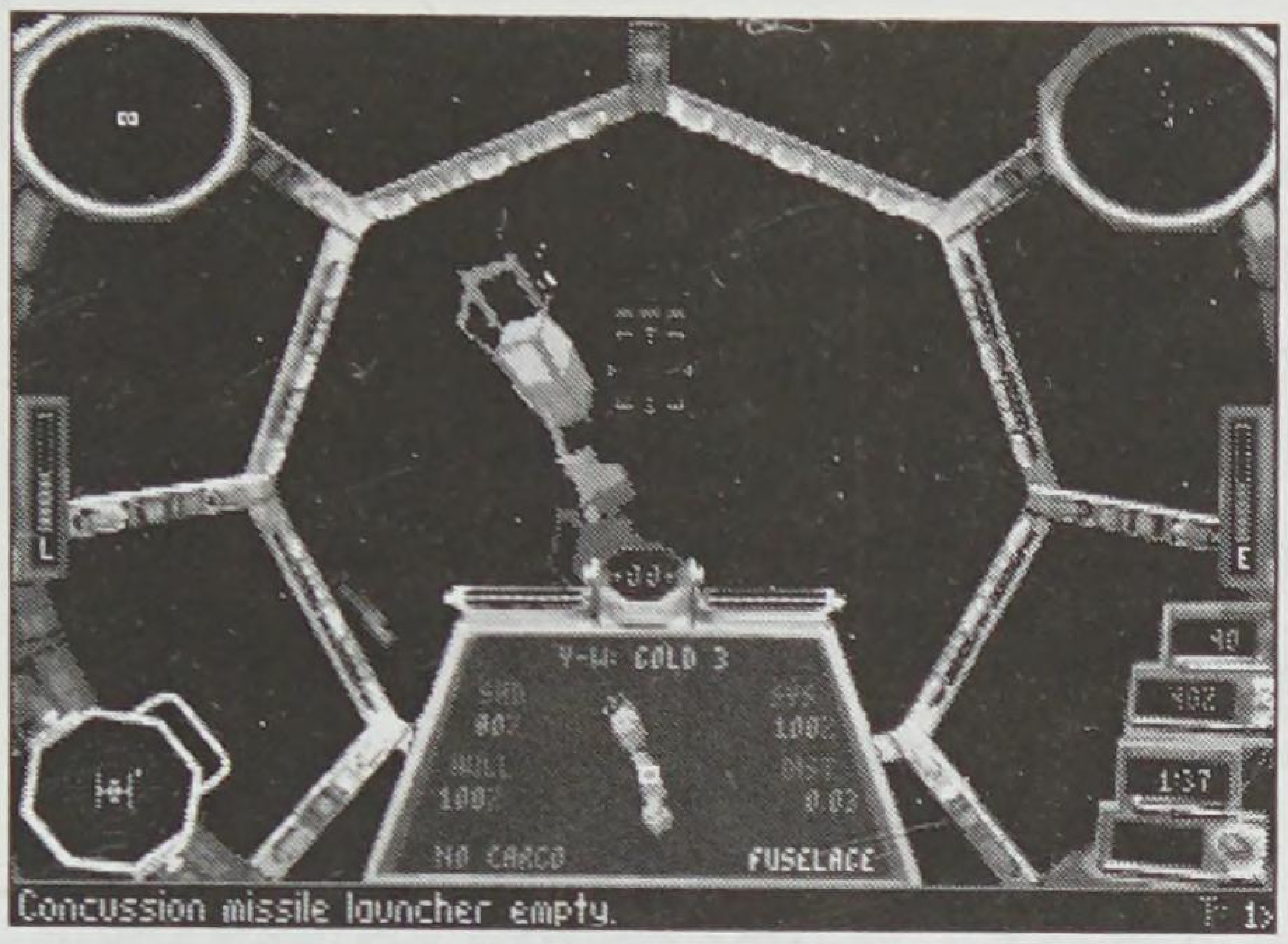
I toggled the CMD, found a Y-wing, and ordered my wingmen to attack that one (Shift-A), then I picked another Y-wing for myself. The Z-95s were ahead of them and began attacking us. I jinked a bit to throw them off. Just behind the Z-95s were the Y-wings, five of them.



Concussion missiles fired.

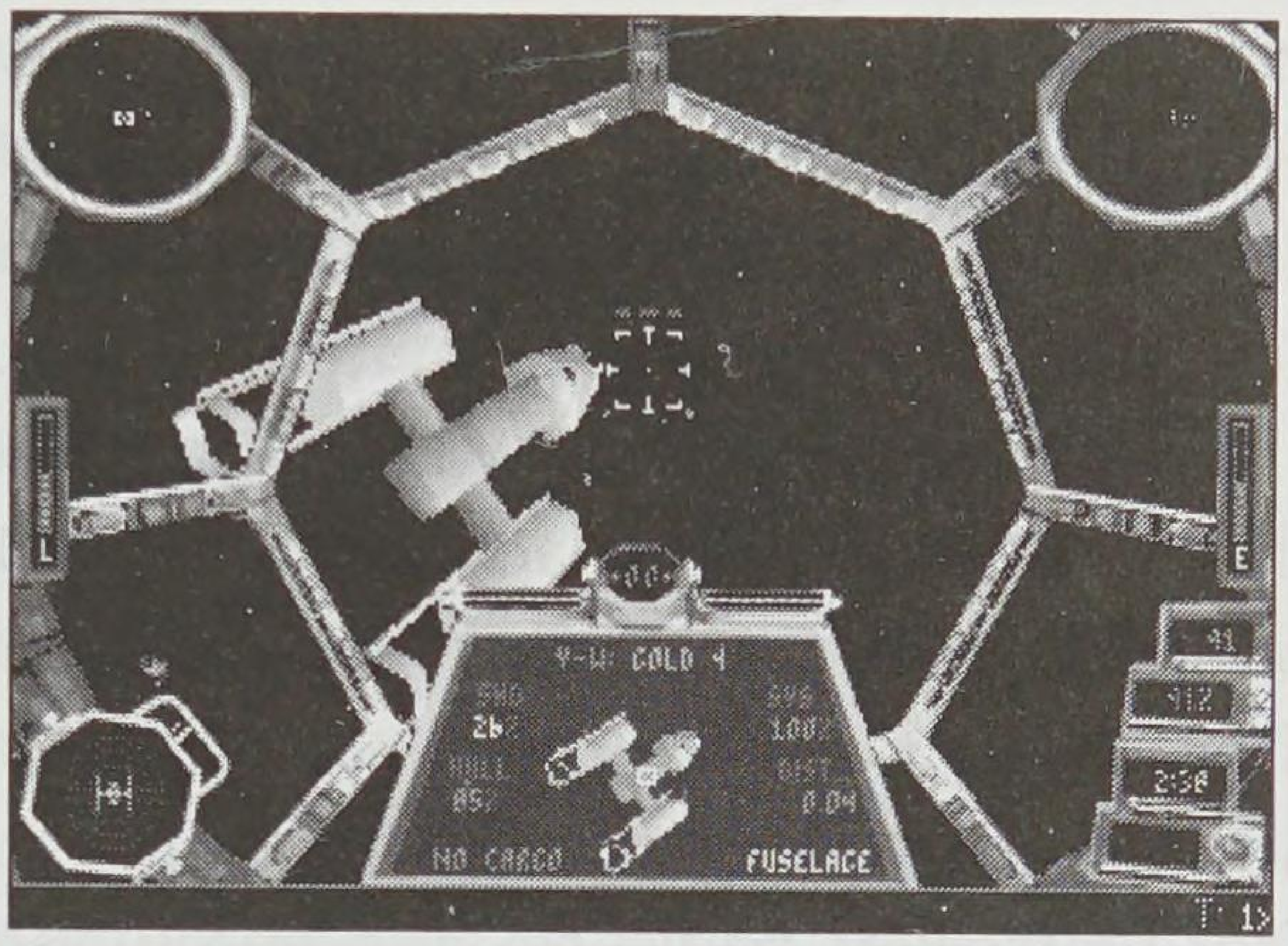
Coming up on Y-wing *Gold 1*.

I targeted No. 1. My wingman was going after No. 3. On the first



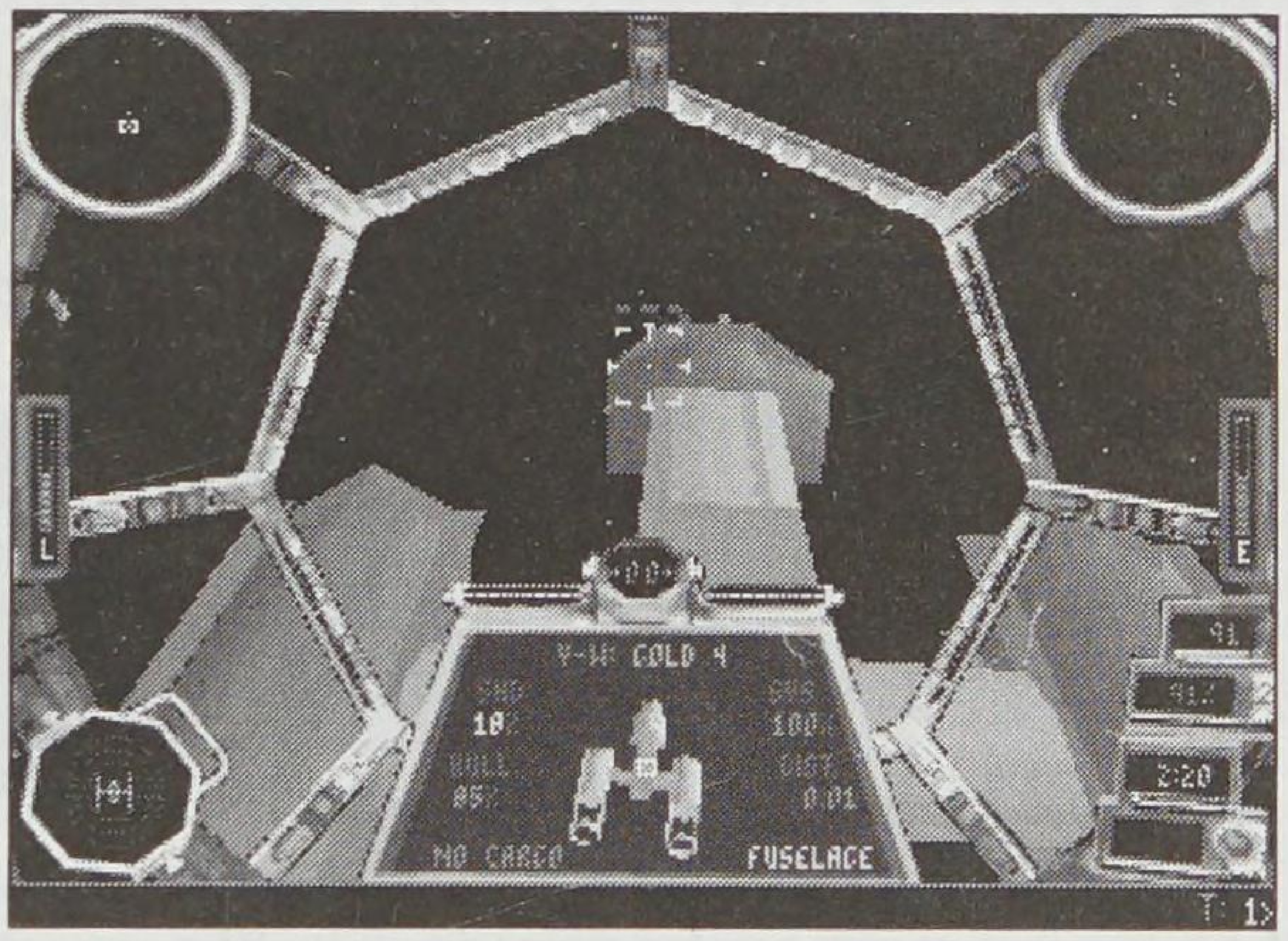
Concussion missile launcher empty.

Y-wing *Gold 3* is in trouble.



Getting a deflection shot on Y-W Gold 4.

pass, my wingmen fired their missiles, but I saved mine. Well, we took out one of the Y-wings and the rest of the formation broke up. My wingmen went after one of the remaining Y-wings and I went after another. In the heat of action, I noticed a message informing me that my wingmen had destroyed another one. Mine was not far behind. Three down. Then four. Then five. I took out the remaining Y-wings while I sent my wingmen after the Z-95s, eventually taking them out.



How close can you get?

More Headhunters, called *Lair 1* and *Lair 2*, replaced the first group. I joined in the chase and quickly blasted the antiquated Headhunters to component parts.

But the party wasn't over. Not yet. Three new starfighters appeared on the scanner — X-wings Blue 1, 2, and 3!

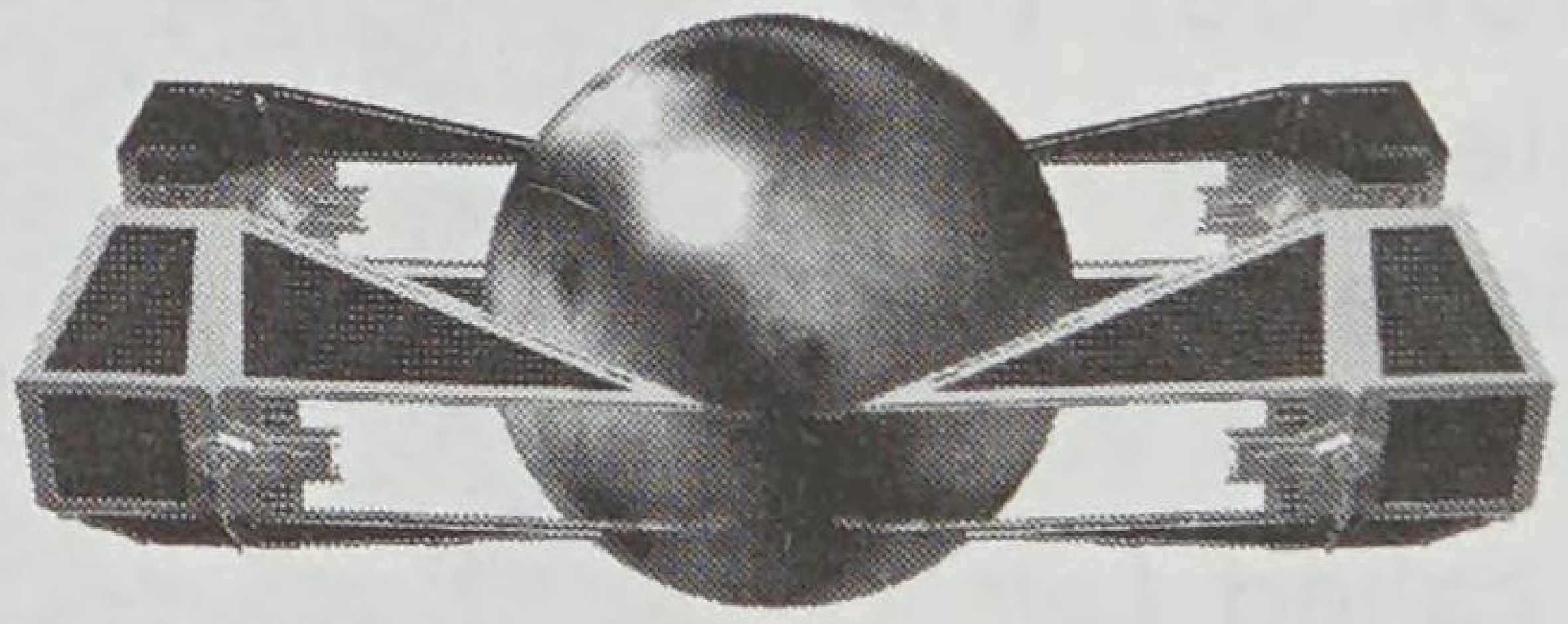
I quickly throttled up to full power (backspace) and angled toward them. The rest of the TIEs and I all converged on the three X-wings, dogfighting furiously. We hit them fast and hard. They seemed to be going after PLT D-34, but we didn't let them do much damage. They might have been able to launch some missiles, but I wasn't sure. I was busy at the time.

After about five minutes into the battle, while I was still engaged with the X-wings, I noticed a Rebel shuttle had jumped in. The scanners said it was SHU *Scutz.* I inspected it before attempting to fire on it and discovered it was carrying some Rebel officers. Then a group of Gunboats launched from PLT D-34, and started firing their ion cannons to disable the shuttle. At nearly eight minutes into the mission, more Y-wings from Red group entered the area. I sent my wingmen to engage Red 2, and we both got kills at nearly the same moment. I took out Red 1.

Transport *Epsilon* was dispatched from Station D-34 to capture the shuttle *Scutz*, which had just been disabled. Then, as the shuttle was being boarded and captured, three unidentified corvettes appeared. But by that time a Star Destroyer had also appeared and I decided it was time to head home. My TIE Fighter was no match for corvettes on any given day. And the Star Destroyer could do just fine without me. Still, it was tempting to tackle a corvette . . .

Debriefing (Win Conditions)

Primary Goals: PLT D-34 must survive.
STD *Hammer* must arrive.
Secondary Goals: Inspect shuttle *Scutz*.
Bonus Goals: Destroy all Corellian corvettes for 1300 pts.
Capture shuttle *Scutz* for 1000 pts.



He was never so happy in his life as when he found out he was being transferred to the Frigate. After weeks on the isolated outpost, Maarek was relieved to be reassigned. He was shuttled up to the *Fogger* the day after the attack on the platform and given a bunk in the pilot's quarters toward the rear of the ship.

The Frigate was a strange looking craft, something improbable at best. It hardly looked like a warship with its strangely stacked decks and long, thin body. Though nowhere near as large as a Star Destroyer, the Frigate did have many people on board, including some fellow pilots.

The first pilot Maarek encountered was called Grommet. Maarek eventually learned that he was a flight officer named Carith, but he had earned the name Grommet somewhere, and it remained his name to all.

Grommet was a first-rate pilot, but a bit of a character outside the cockpit. When Maarek first encountered him, he was standing outside the officer's mess and howling like a beast. A couple of other pilots were nearby. They ran for cover as the hatch leading into the mess slid open.

Of course Maarek was caught by surprise, and when the officer looked out the door, he saw nobody else. "What's going on here?" the officer asked.

Maarek saluted and answered, "I just arrived, sir. I think there might have been an animal loose on the deck. I heard a noise . . ."

"Animal? Nonsense." The officer seemed to notice Maarek for the first time. "Say. You're new, aren't you. What's your name, cadet?"

"Stele, sir. Cadet Maarek Stele."

"Stele, is it? Well, Stele. I'll have no animals aboard my ship." The man stood a little straighter and stared into Maarek's eyes. "And I'll be watching you."

"Yes, sir," Maarek answered, standing a little straighter himself.

The officer retreated into the mess and all of a sudden a cascade of giggles and guffaws exploded into the hallway.

The man who had made the animal sounds ran up to Maarek and took his hand. He spoke nonstop, as if he couldn't contain his enthusiasm. Maarek liked him on sight. "Good man, hey. Glad to meet you, Stele. Quick thinking, that. I'm Carith, but everyone calls me Grommet? You the new pilot?"

Maarek nodded, but before he could speak, Grommet continued his onslaught. "This here's Alimet and the tall one is Kechel." He pointed to his companions. Alimet was about Maarek's height, dark hair, almost black, and shaggy eyebrows. He looked as if he had just come in from a very dark place. His eyes were constantly blinking and shifting. Maarek wondered what kind of pilot he could be. He was to find out later.

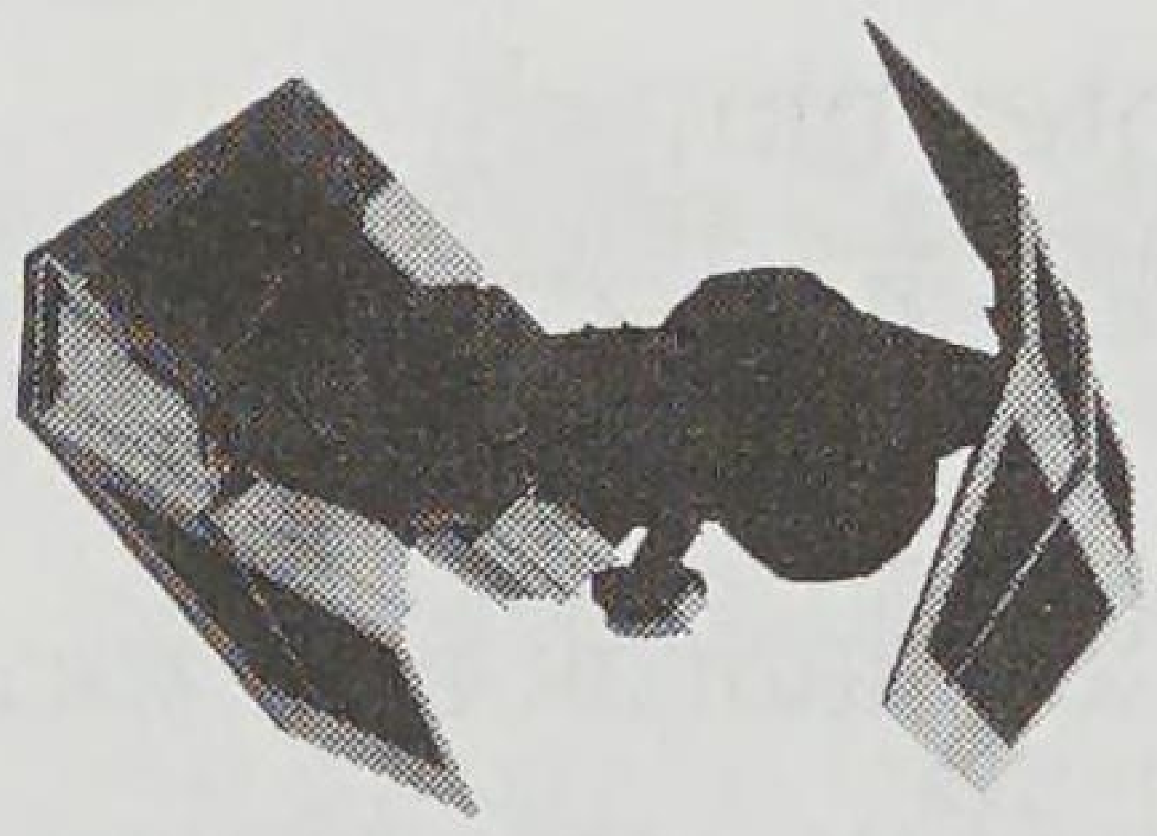
Kechel was tall for a pilot. He probably just made it under the maximum height requirements. He stood, shoulders forward and head craning as if he had a hard time hearing. His hair was reddish brown and his lips were thin. Maarek glanced at Kechel's hands, which were long, thin, and looked slightly deformed. He had half expected the pilots he met to look like clones of the ones he had met previously aboard the *Vengeance* — tall, straight, military, efficient. This motley lot . . . . They were like characters from a holodrama.

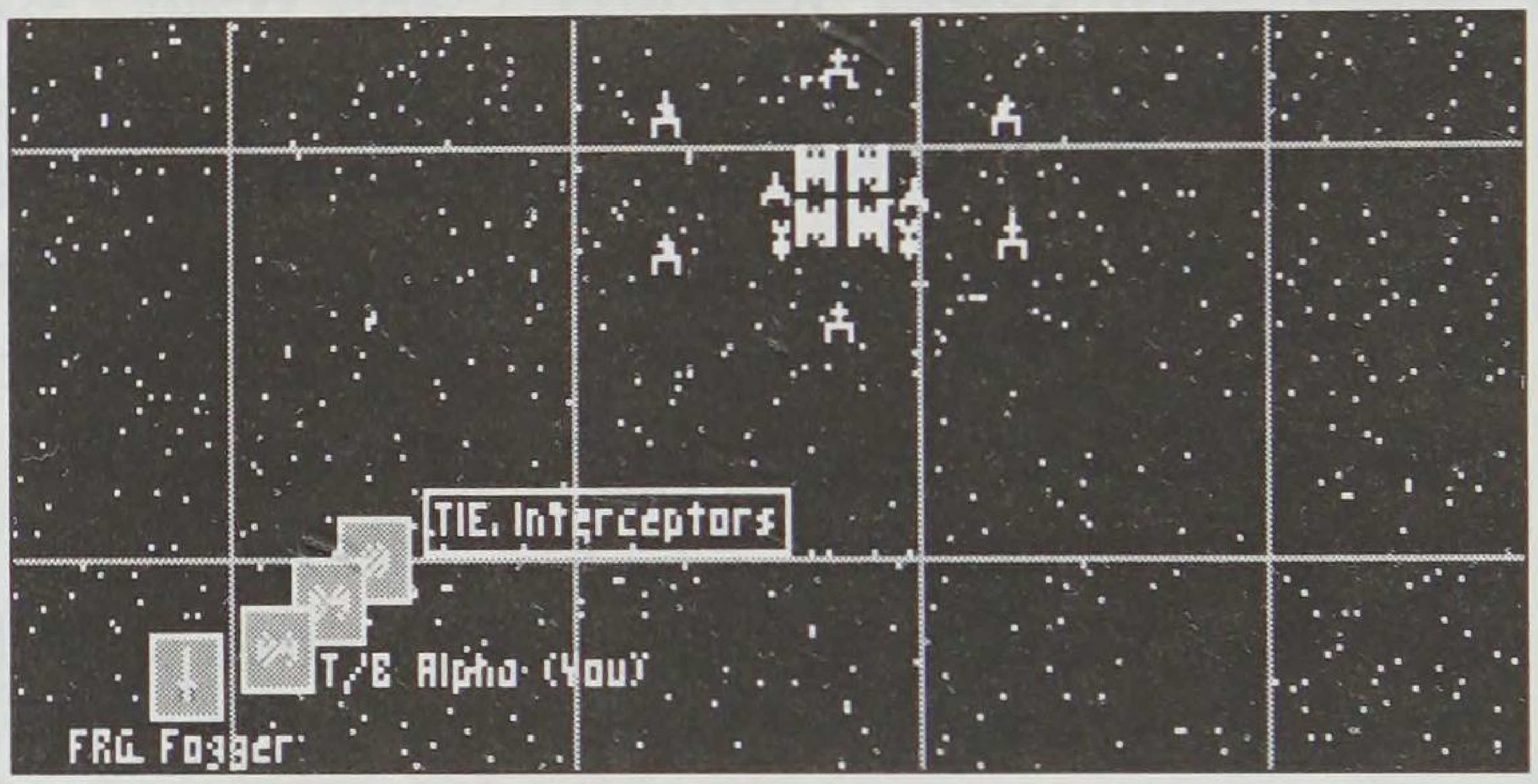
Meanwhile, Grommet had begun talking again. "It takes a while to get used to us," he said, obviously aware of Maarek's reactions. "But the fact is, so many pilots come and go. Somehow, we just keep on going. I'm up for a promotion soon." Grommet smiled and puffed out his chest comically. "You'll have to call me Flight Lieutenant Grommet." He laughed, and Maarek found the laughter contagious. He realized suddenly how little of it he had heard in recent months. This might not be so bad after all.

"Where's my manners?" Grommet suddenly exclaimed. "You'd probably like a tour, wouldn't you. Of course you would." Before Maarek could answer, Grommet had turned down the hallway. "Come on. We'll show you around." Maarek followed.

Over the next few days, Maarek spent a lot of time with Grommet and his friends. On the next mission, Grommet and Alimet were Maarek's wingmen.

MISSION THREE: COUNTER-ATTACK



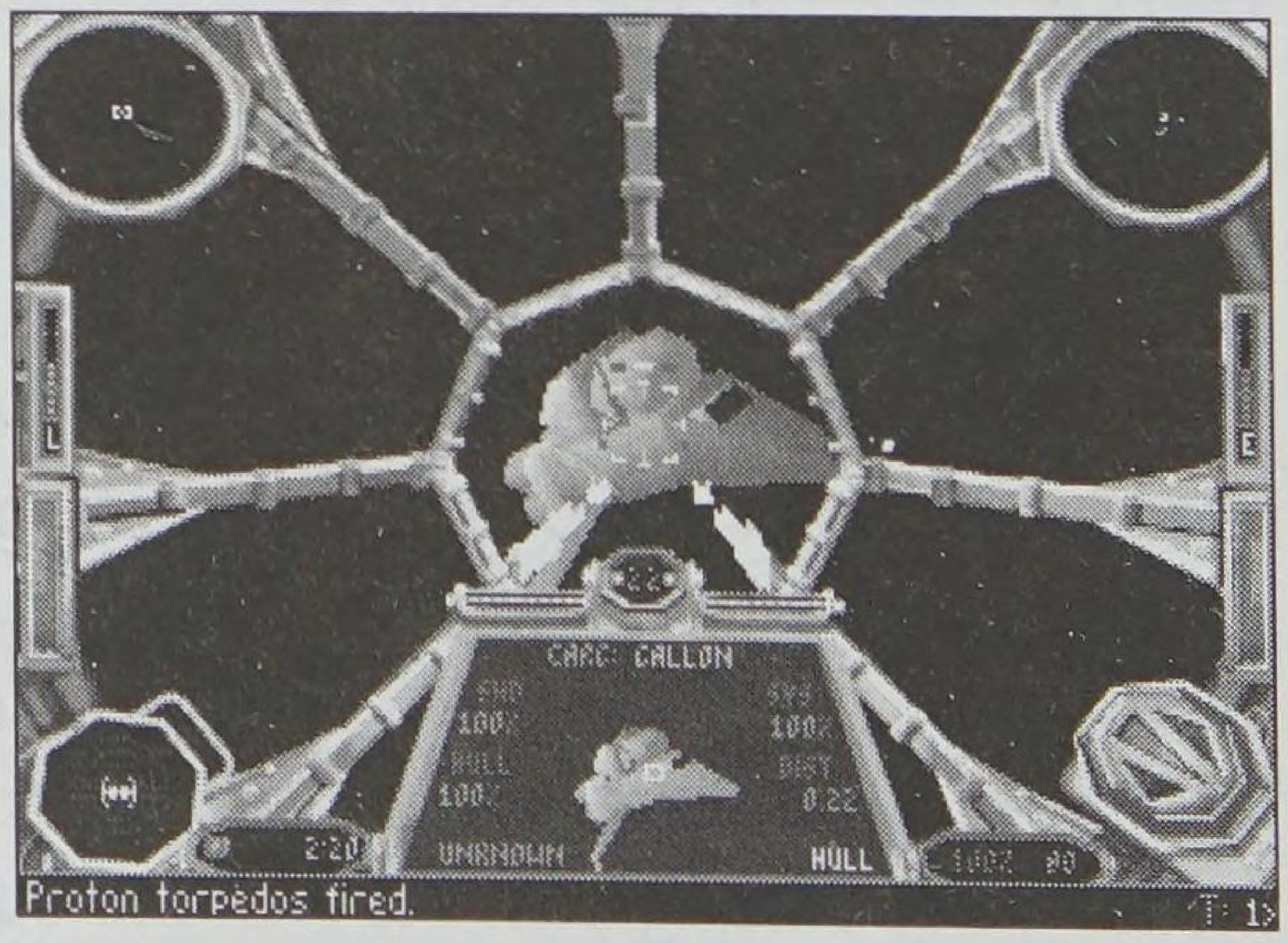


Mission Briefing

Our technicians have been able to trace the origin of the weapons used in the attack on PLT D-34. We have found a cargo loading depot in the Tungra sector. We're sending you to destroy the contraband at the Mugaari depot.

Stele's After-Action Report

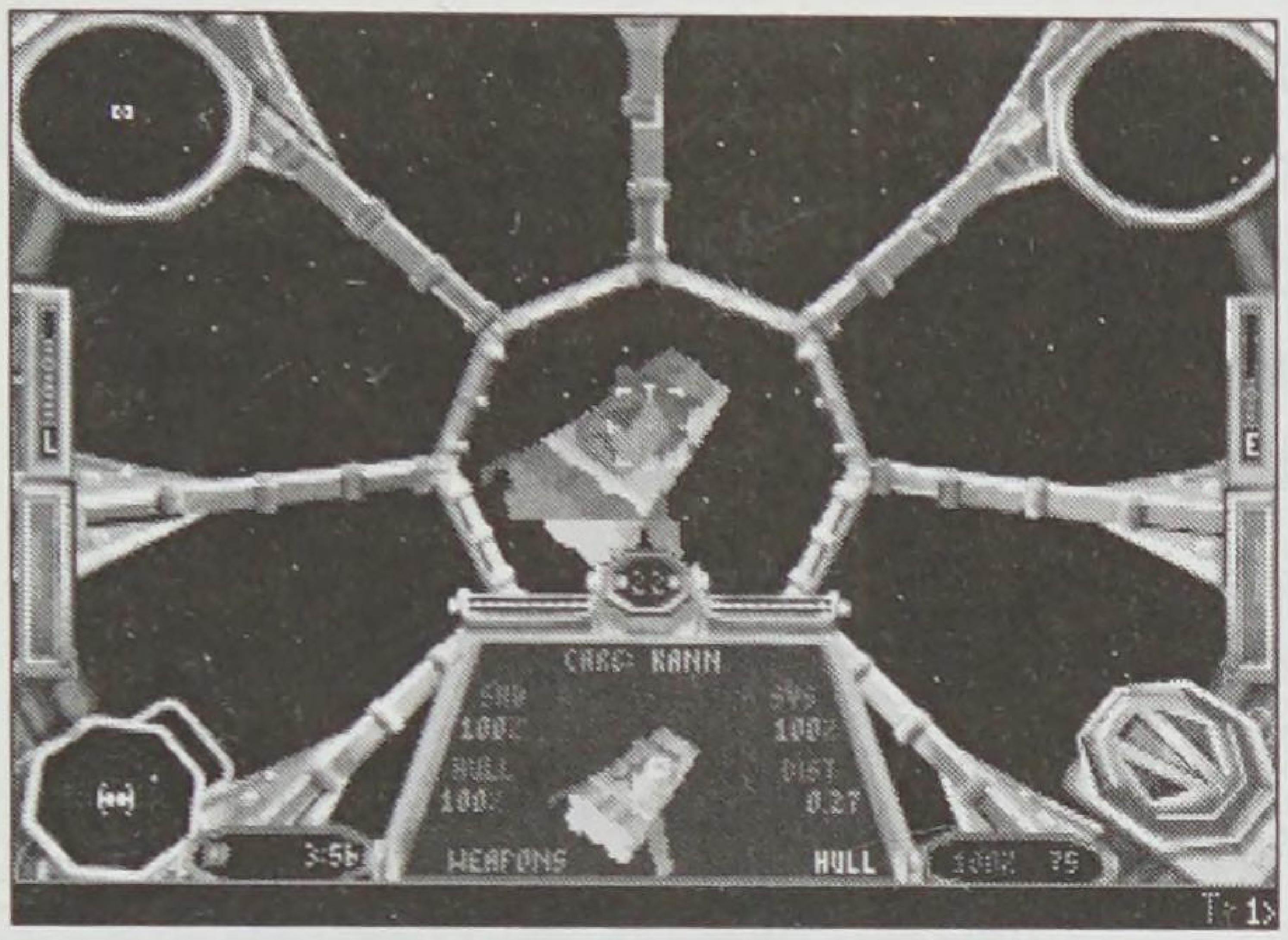
I was flying a TIE Bomber for the first time. I liked the 12 proton torpedoes it carried, but noticed immediately that it didn't have the sense of power that the TIE fighter had. The cockpit was more comfortable, though. Small comfort if I can't outrun some bloodthirsty Rebel X-wing! I've been told that the hull is a bit thicker, so it can withstand one or two extra laser blasts. Again, small comfort. The good news? This was an attack mission. The bad news? I felt a little exposed in this TIE Bomber!



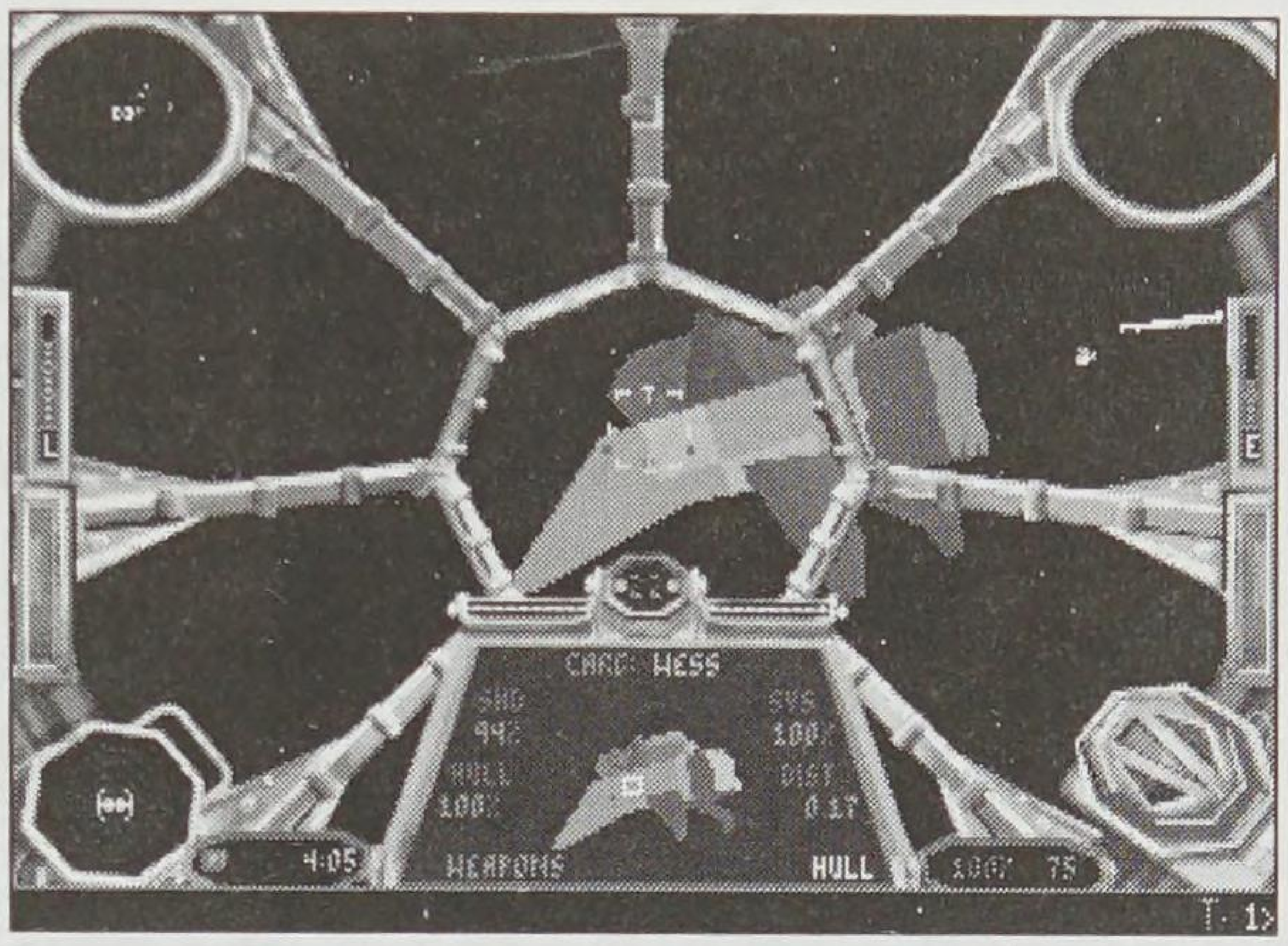
Proton torpedos fired.

Targeting the *Gallon*.

With cameras running, I launched from the *Fogger* and noticed that all the enemy craft were some distance away — too far for a visual sighting. I flew straight toward

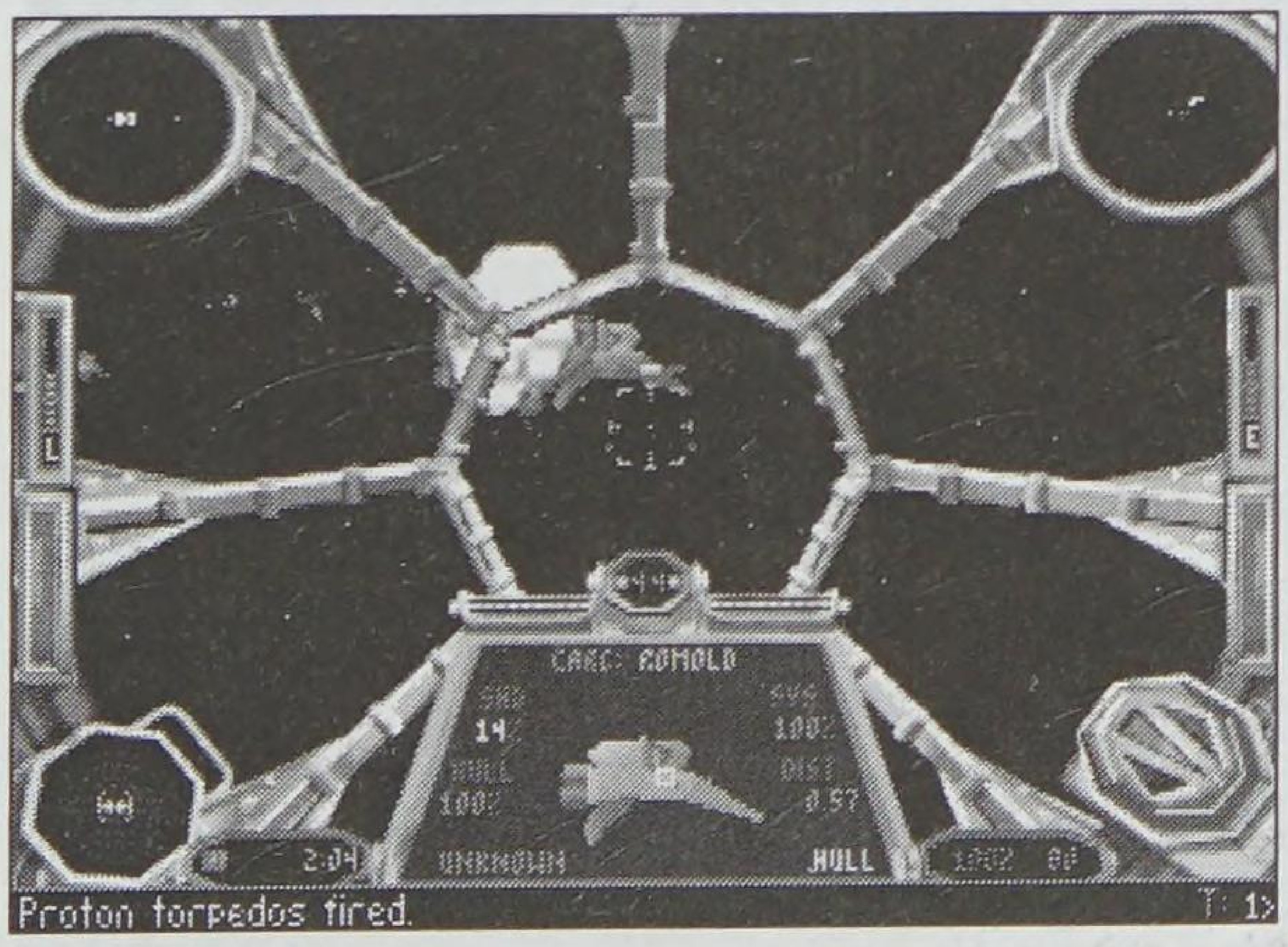

CARG KANN
SHD
100%
HULL
100%
SYS
100%
DIST
0.27
WEAPONS
HULL
3:56
T: 1>

Inspecting the *Kann.*


CARG WESS
SHD
94%
HULL
100%
SYS
100%
DIST
0.17
WEAPONS
HULL
4:05
T: 1>

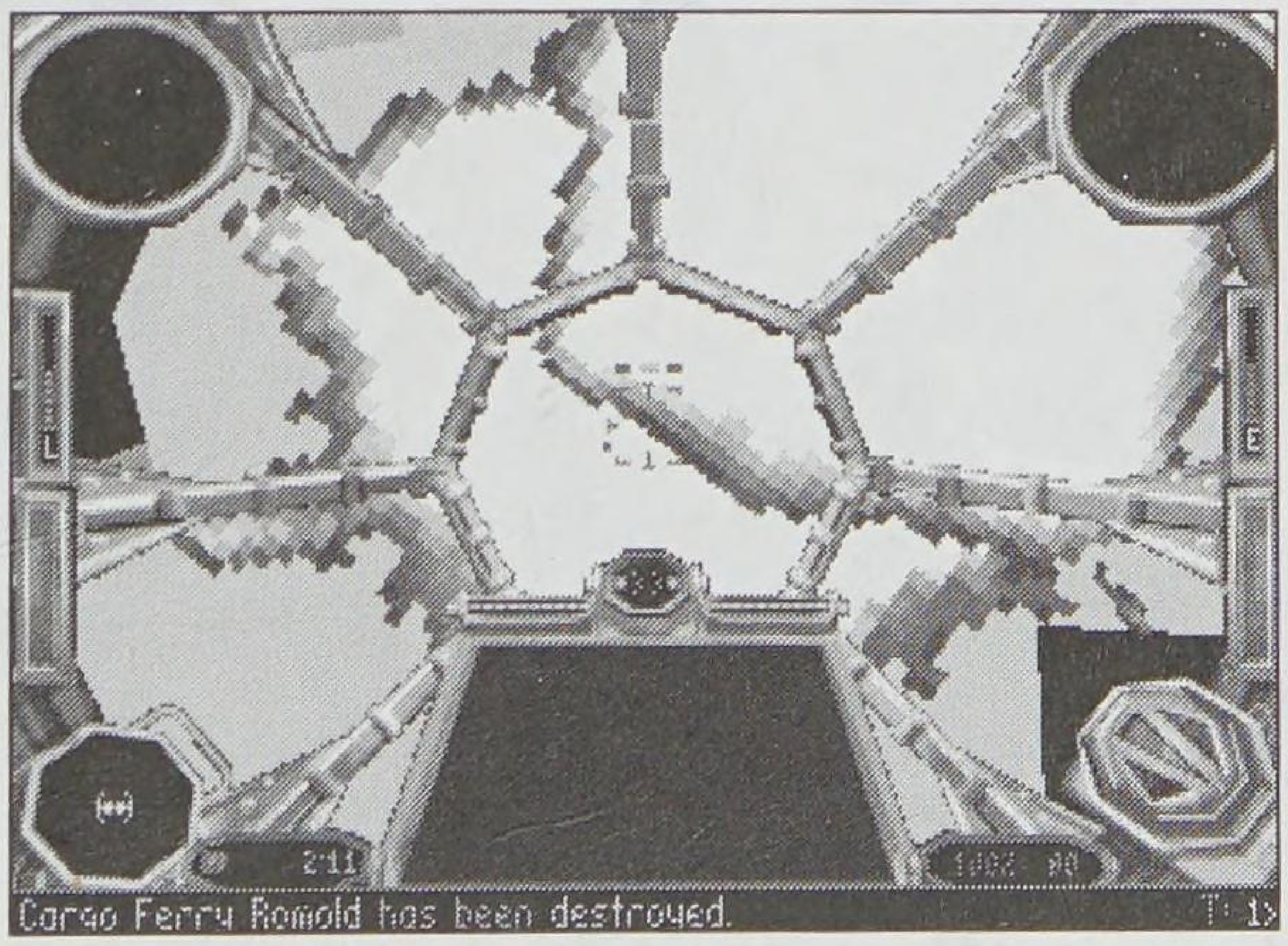
Inspecting the *Wess.*

them, toggling through the CMD until I found the cargo ferries, *Gallon* and *Wess.* I assigned my wingmen to attack cargo ferry Wess and I went after *Gallon.* I set my torpedoes to dual fire mode, and as soon as I got a red lock, I fired twice. I figured four torpedoes should take care of CARG *Gallon.* Then I found another pair of cargo ferries, *Romold* and *Kann.* I targeted *Romold* and sent two volleys of missiles toward it, then checked to confirm that *Gallon* was destroyed. By this time, my wingmen had just about completed the job on *Wess,* and I assigned them to take care of Kann. I mopped up the remains of *Wess* and then checked the CMD. There were a few unidentified transports in the area, so I headed for one called *Dawn.* I kept watch on my wingmen, and when they finished with *Kann,* I assigned them to TRN *Prince.* I switched to lasers and flew close to TRN *Dawn.* I identified it and discovered it was carrying some Rebel military advisors. That's what the scanners said. But mine wasn't a capture mission. I was only told to inspect, so I used the special key (Enter) to match speed with *Dawn* and blasted the transport to pieces. I assigned my wingmen to


CARG ROMOLD
SHD
14%
HULL
100%
SYS
100%
DIST
0.57
UNKNOWN
HULL
2:04
T: 1>

Proton torpedos fired.

Bringing down the *Romold.*



Cargo Ferry Romold has been destroyed.

One Rebel fireball.

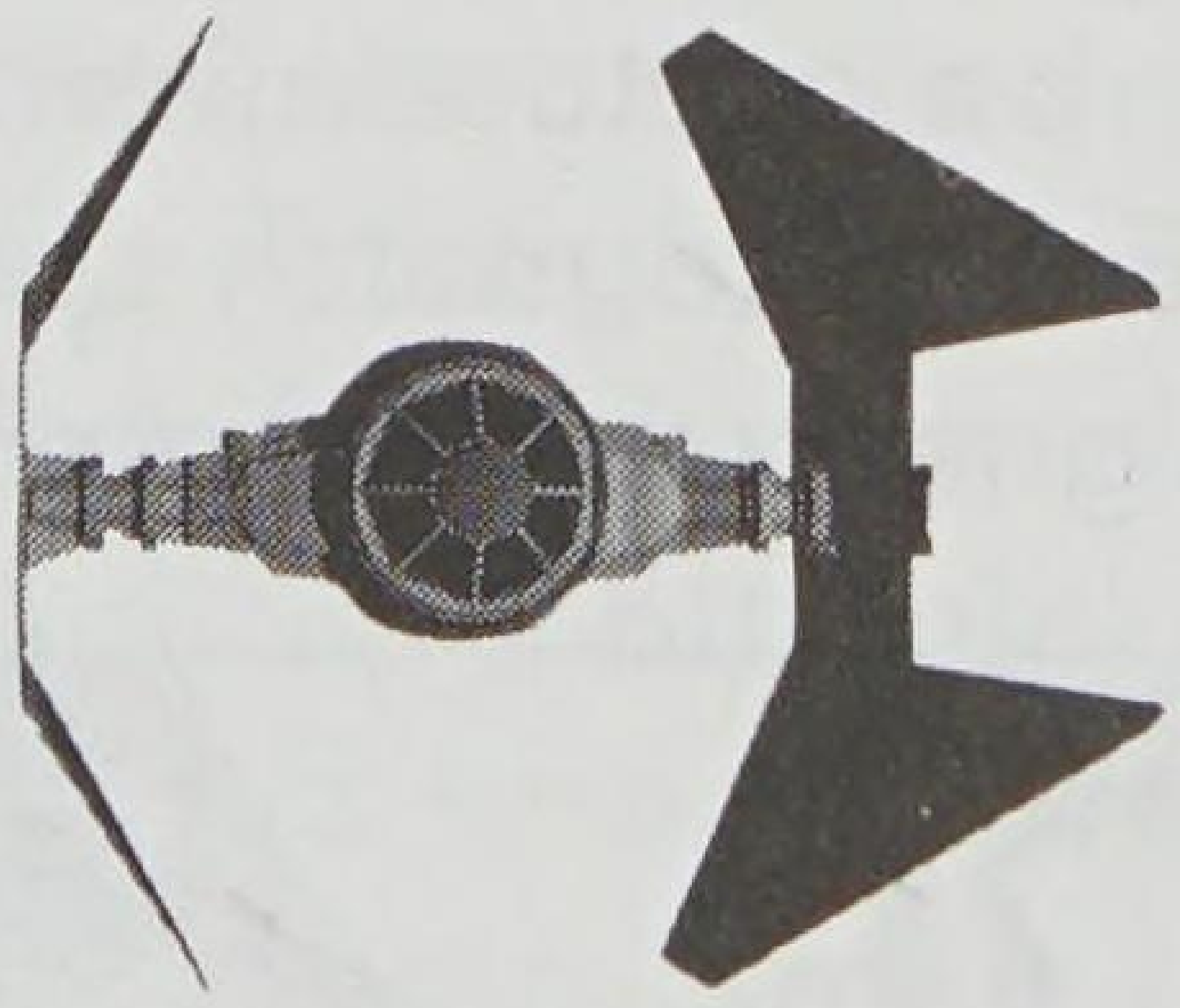
the remaining transport, *Destion*, and flew out in search of some Rebel starfighters to engage. A couple of shuttles called *Xesre* and *Dunns* had already been dispatched, but I figured I would have been able to deal with them easily. I still had some missiles left, so I took on the closest enemy fighters, blasting Y-wings with a pair of torpedoes each. Then I headed back to base. The platform was still ours.

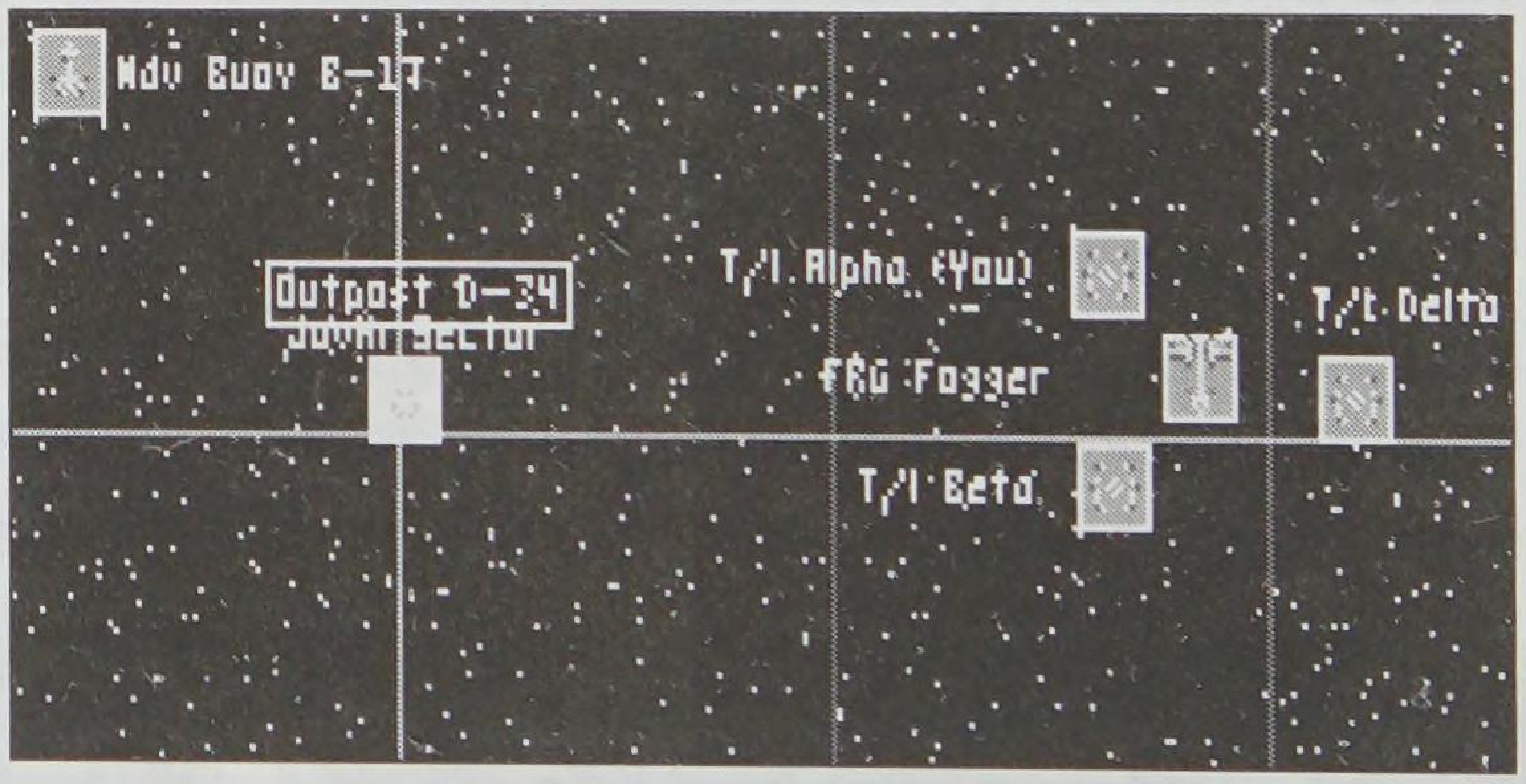
Debriefing (Win Conditions)

Primary Goals: Destroy cargo ferries *Gallon*, *Romold*, *Kann*, and *Wess*
Destroy TRN Prince, *Dawn*, and *Destion*
Destroy SHU *Xesre* and *Dunns*
Bonus Goals: Inspect TRN *Dawn* for 1000 pts.

There was no rest. They returned to the *Fogger* after the attack on the Mugaari depot. But as soon as they came out of hyperspace, the klaxons began to ring, and every pilot was instantly mobilized. PLT D-34 was in enemy hands! There was a hasty briefing, and one of the robed men came up to Maarek and gave him instructions, then it was into the hangar and out into the laser-filled blackness.

MISSION FOUR: OUTPOST D-34 HAS FALLEN





Mission Briefing

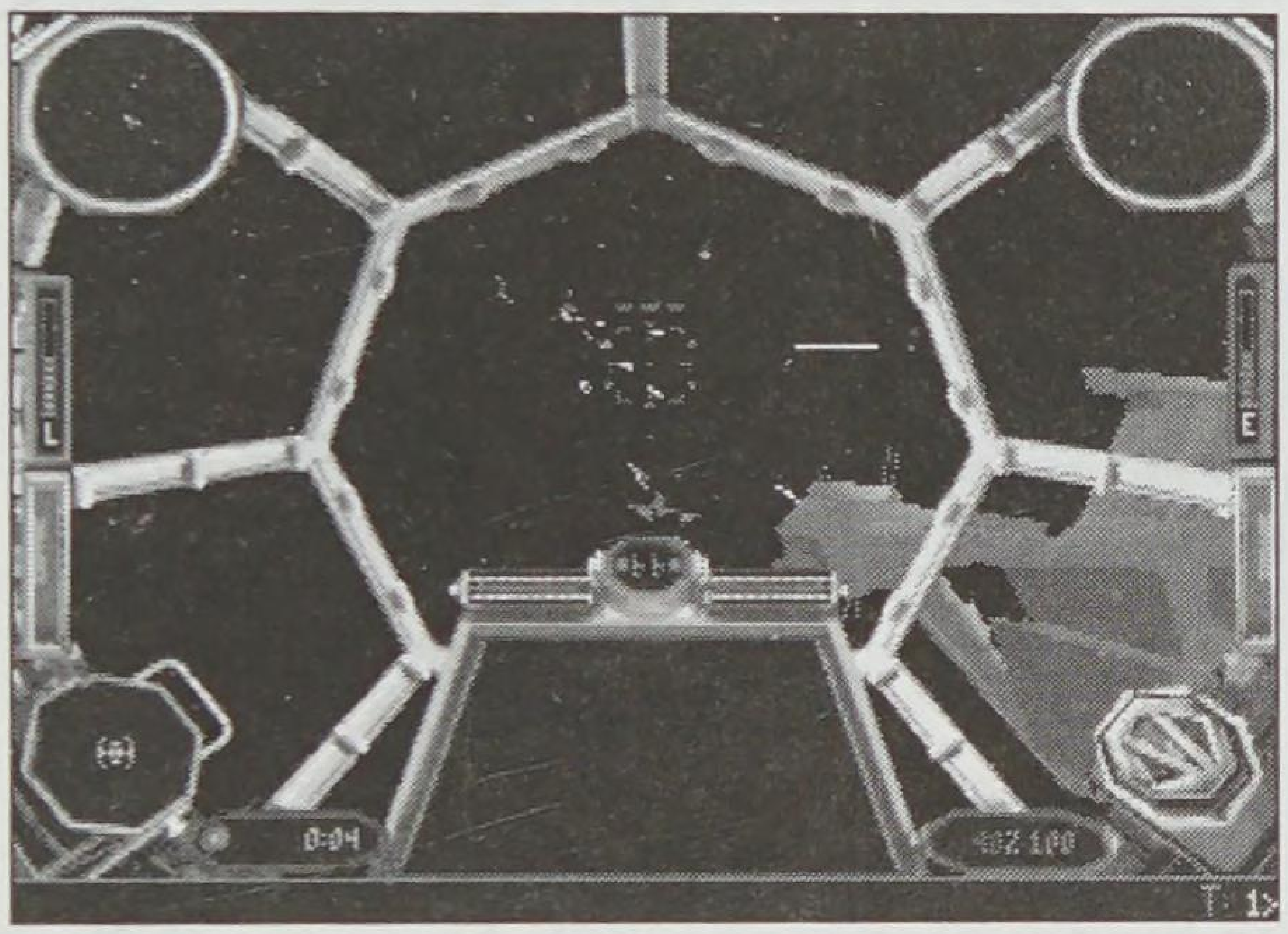
The Rebels were able to mount a second attack on D-34 while its forces were engaged at the Mugaari depot. We must regain control of the platform and recover the stolen equipment.

Secret Order

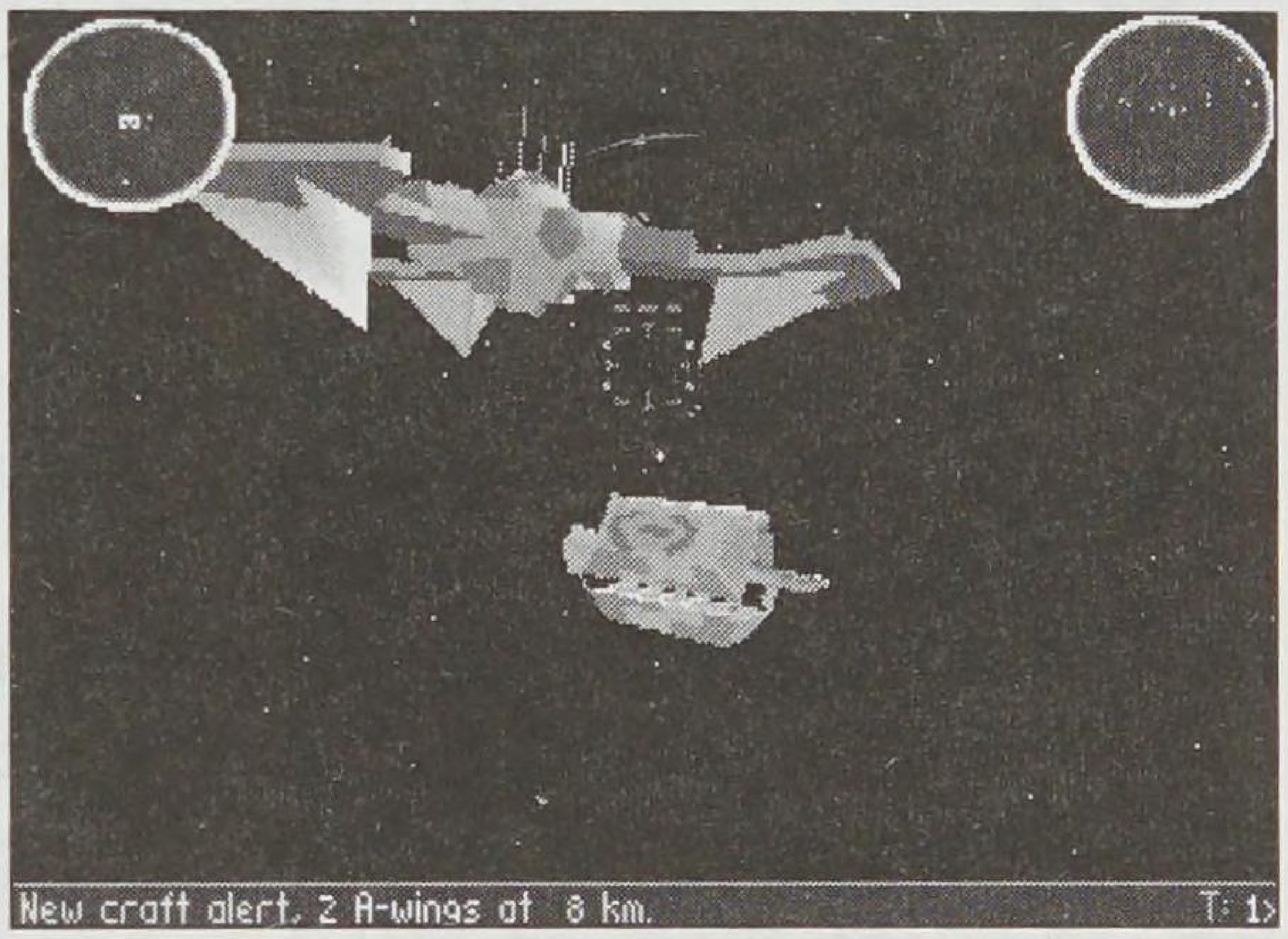
We have reason to believe there are spies among us. Look for any escaping Rebels. We will want to capture and interrogate them.

Stele's After-Action Report

The TIE Interceptor was powerful — much better than the TIE fighter. I felt the acceleration and couldn't wait to go up against an X-wing one-on-one. It didn't hurt that the interceptor also carried 12 concussion missiles. And I didn't have to wait at all. The platform was under attack and I launched from the *Fogger* into a blinding haze of laser blasts. The *Fogger* opened up on some shuttles just ahead — Rebels leaving the platform. I pressed "R" to find a nearby target and located TRN group Ginger making a run for it. I told my wingman to attack (Shift A), and pushed my throttle to full power. I increased the recharge rate on my lasers also, as I expected to be doing some serious firing.

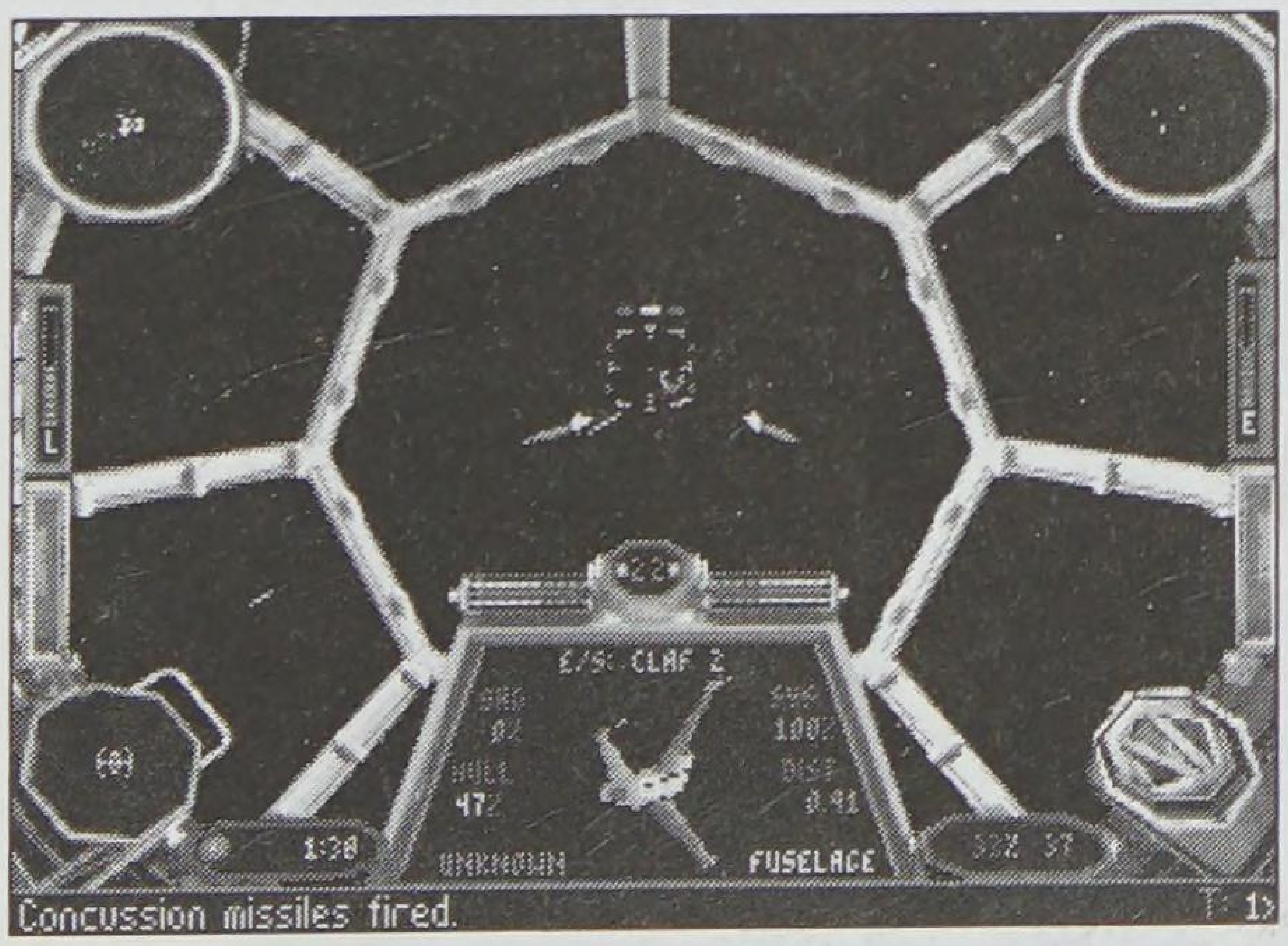


Starting off.


New craft alert, 2 A-wings at 8 km.

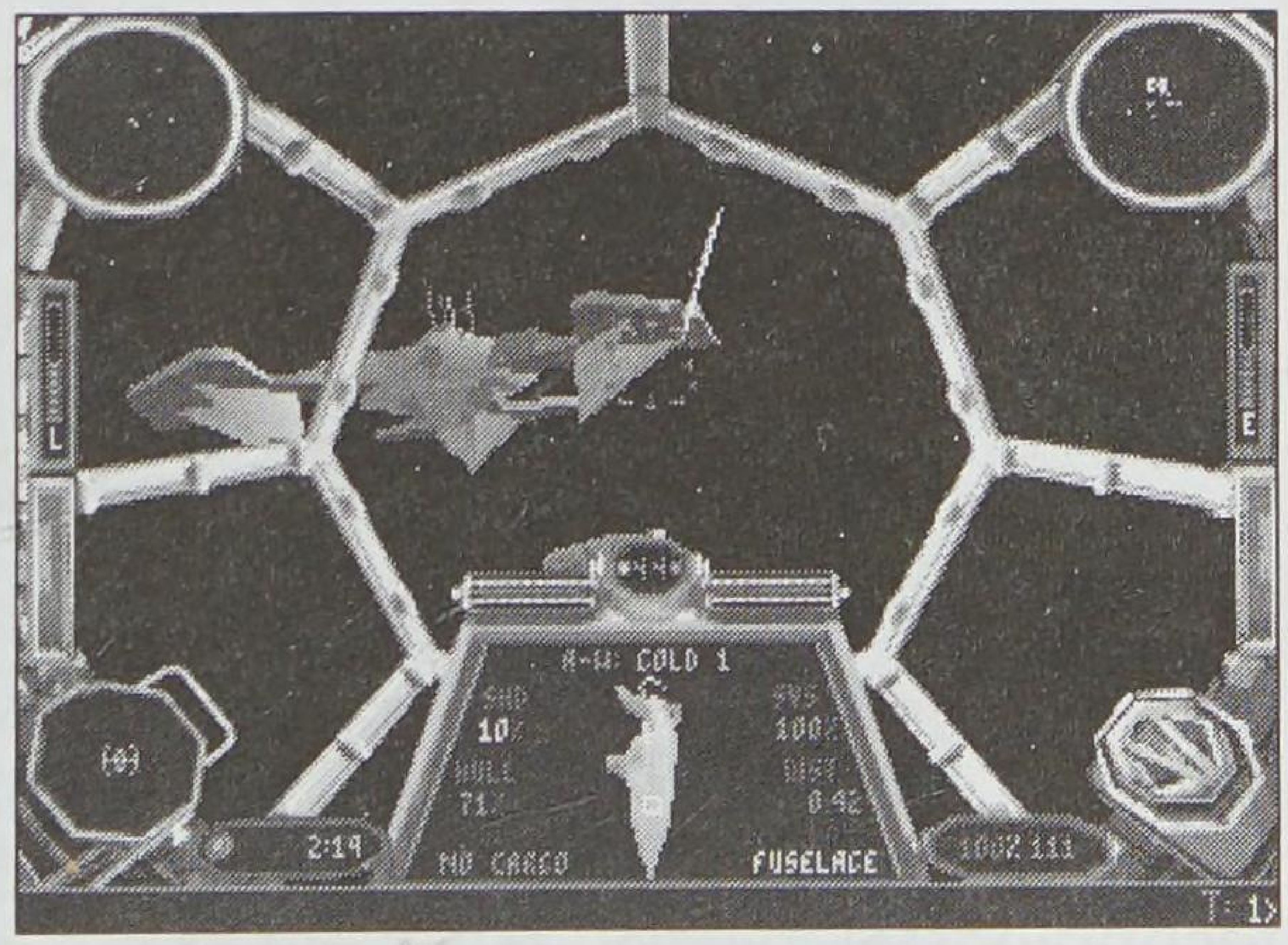
The platform was under attack.

Three escort shuttles from group Claf appeared, but I decided to keep my distance from them. These new escort shuttles have a deadly rear-firing turret, and you don't want to climb up their tail! X-wings were coming in from the other side of the battle, launching torpedoes at the *Fogger.* I tried

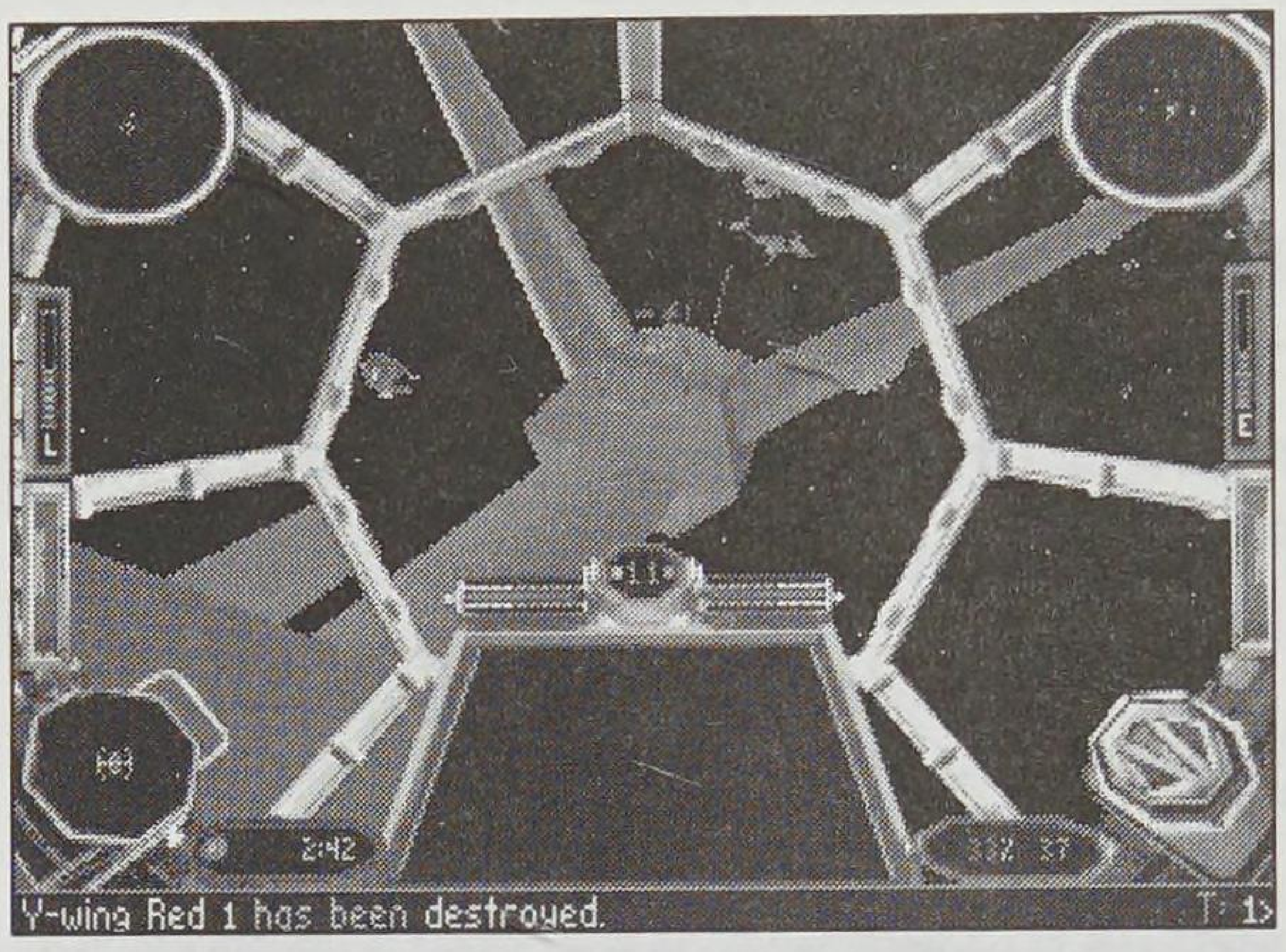


Concussion missiles fired.

Shooting at *Claf 2* — from a distance!



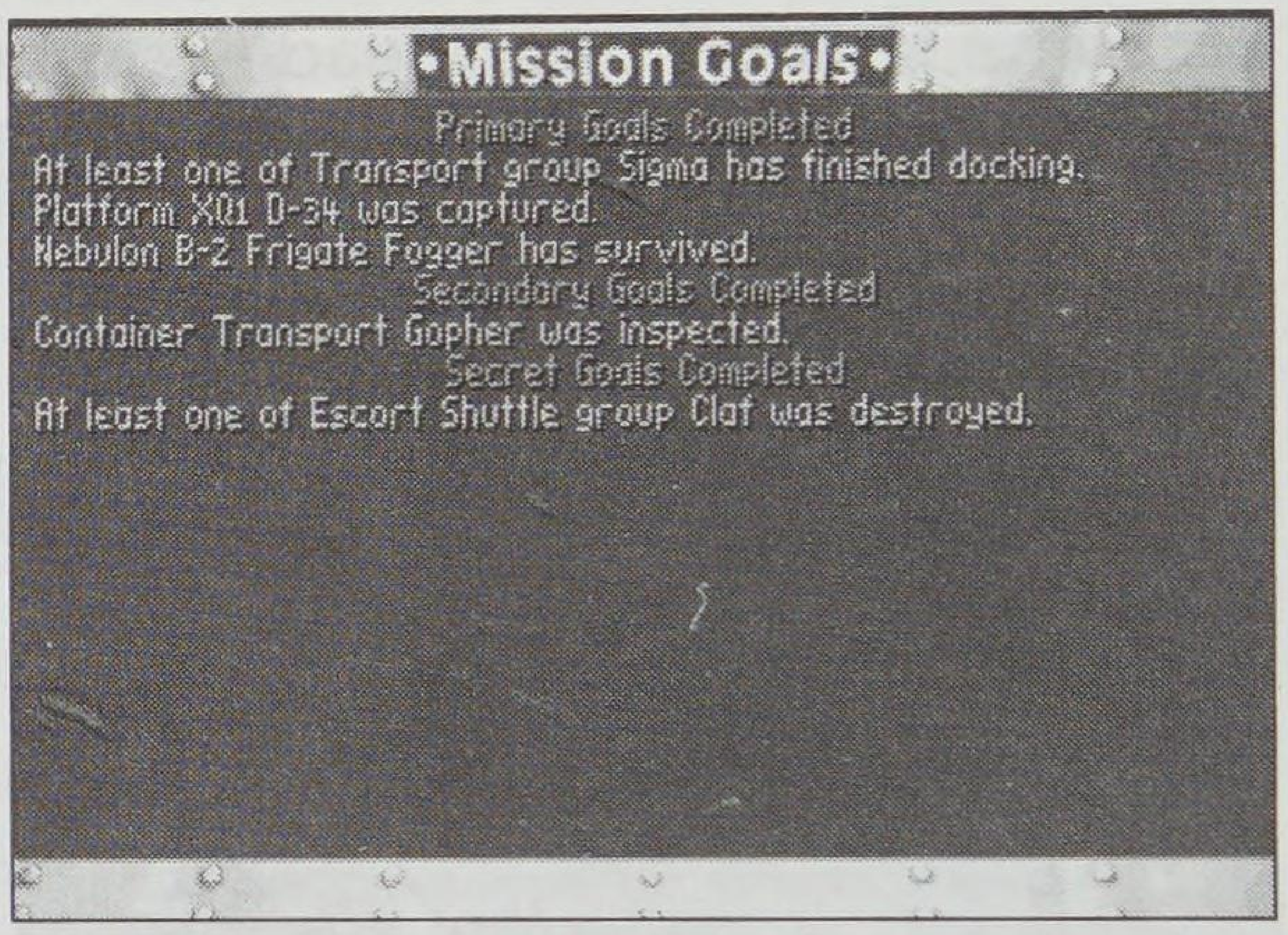
Going after A-W *Gold 1.*



Y-wing Red 1 has been destroyed.

Home again.

to order my wingman to protect the *Fogger*, but discovered that he had been lost. No choice. I went after X-wing Red 2 myself. Meanwhile, TRN *Sigma* was involved in docking with the platform. I quickly destroyed the X-wings and a Y-wing group as well, then used my missiles on some A-wings that had entered the scene.



•Mission Goals•

Primary Goals Completed

At least one of Transport group Sigma has finished docking.

Platform X01 D-34 was captured.

Nebulon B-2 Frigate Fogger has survived.

Secondary Goals Completed

Container Transport Gopher was inspected.

Secret Goals Completed

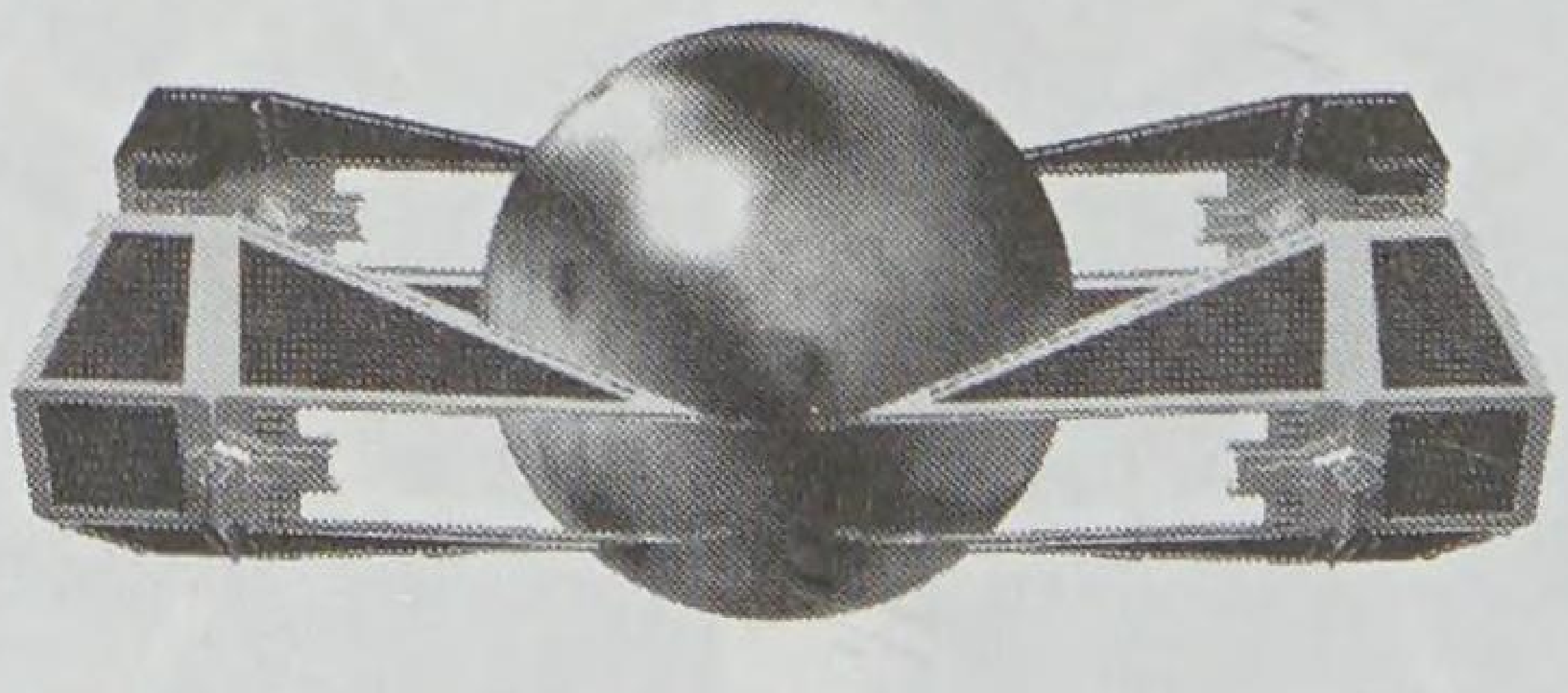
At least one of Escort Shuttle group Claf was destroyed.

Mission Goals.

During the dogfight, I received a message saying that we'd recaptured the space station. I could return to the *Fogger* now, but I had some missiles left, so I used them on FRT *Gopher* (after flying close enough to inspect the FRT and discover some escaping Rebels) and on the escort shuttles. I found that three missiles would take out one of the escort shuttles.

Debriefing (Win Conditions)

Primary Goals: TRN *Sigma* must complete docking operations.
PLT D-34 must be captured.
FRG *Fogger* must survive.
Secondary Goals: Inspect TRN *Gopher*.
Bonus Goals: Destroy at least one Escort Shuttle of group Claf for 500 pts.
Capture TRN *Gopher* for 1000 pts.



"I nearly got burned by that new craft," Alimet was saying.

"You mean the escort shuttle?" Maarek asked. He was biting down on some unrecognizable stew. The food aboard the frigate was probably a technological marvel, but it did little for the eye or the palate.

"Yeah," continued Alimet. "I didn't realize it could fire to the rear."

"I just hung back and fired some missiles," Maarek offered, choking down his last lump of brown stuff.

Grommet laughed. "Well, now we know. Missiles, it is."

"What if you run out of missiles?" asked one of the other pilots, a young, fair complected man called Foocl'd.

"Well," suggested Grommet in mock seriousness, "you could try a head-on attack."

Foocl'd frowned. Clearly a youngster with an arrested sense of humor.

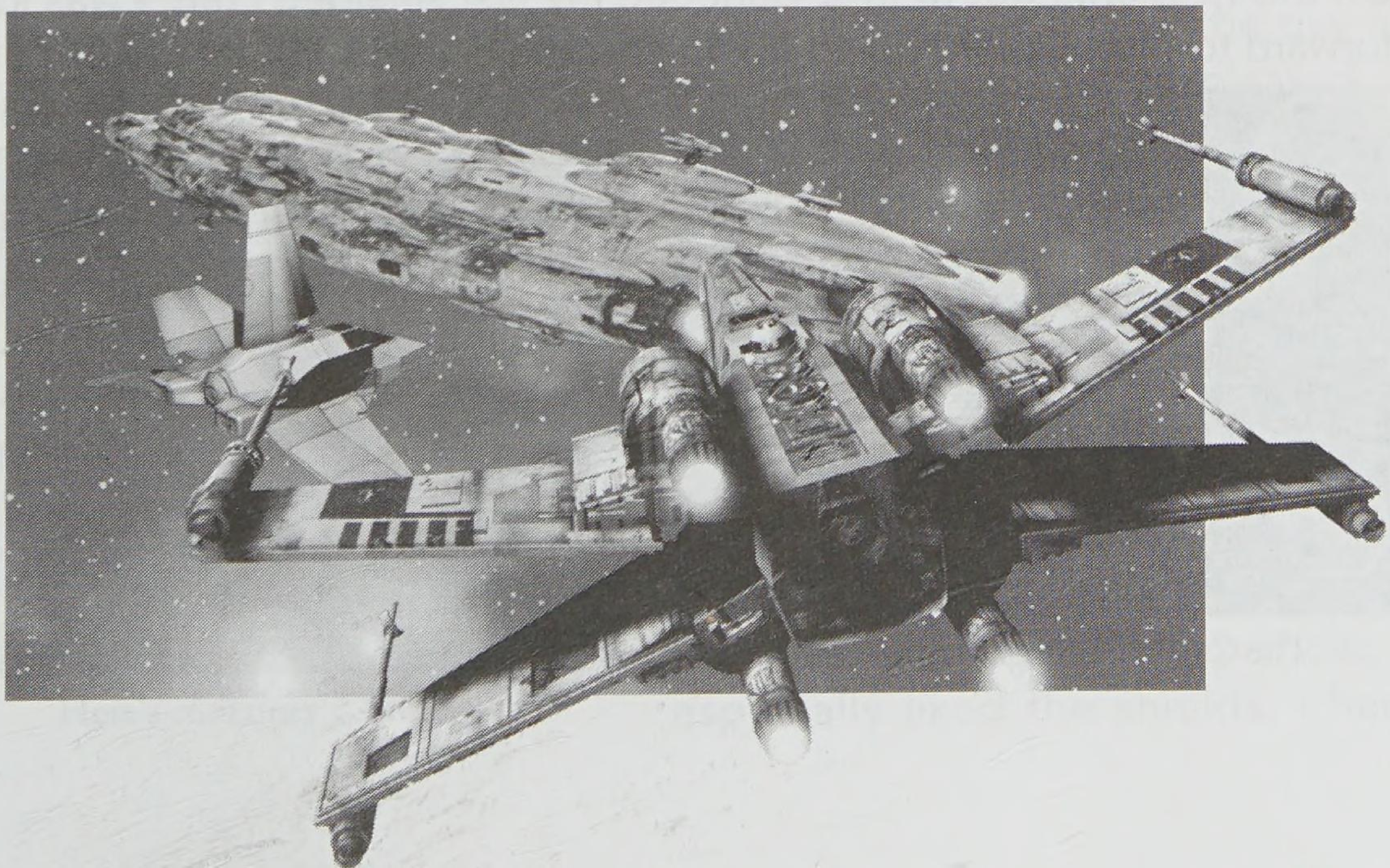
Meanwhile, on the bridge of the *Fogger*, Colonel Vistore was in conference with Admiral Flanken via ship-to-ship link.

"We've traced their trail to the Bruanii sector," Flanken was saying. "There's a Mugaari depot there. I want you to send some ships over there and take care of business."

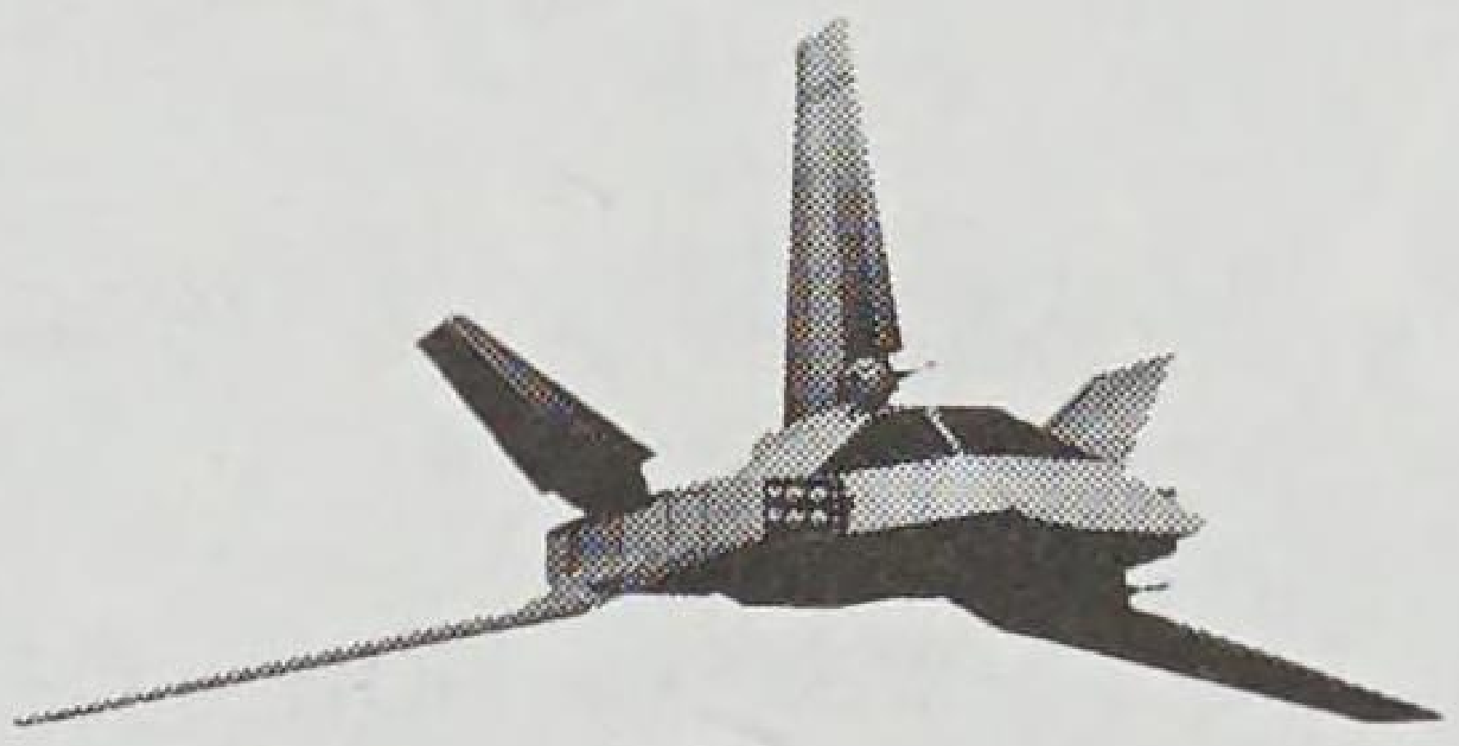
"Right," answered the colonel. "Is it protected?"

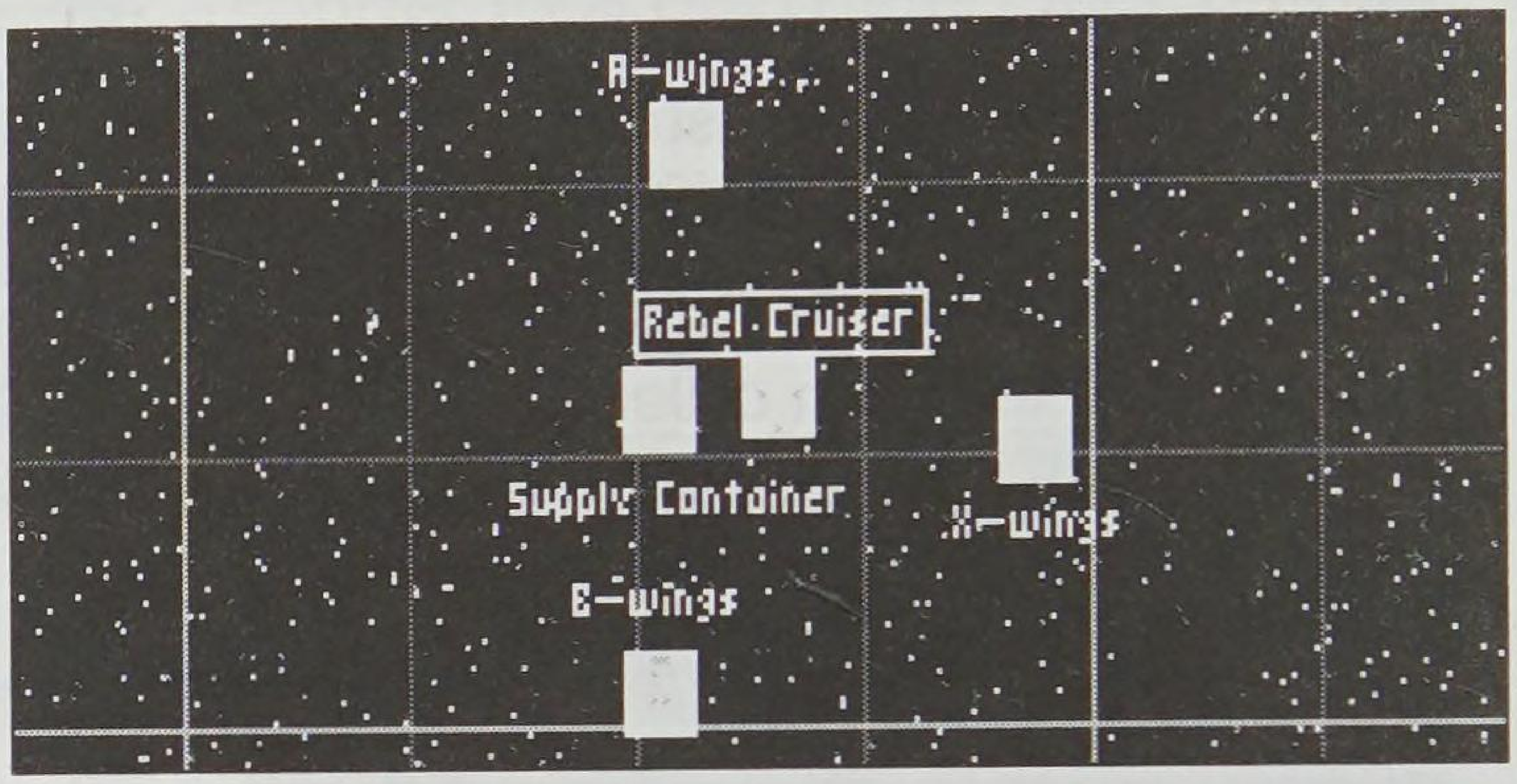
"Now how the hell am I supposed to know that?" answered Flanken. "Just send your Gunboats. I'll be sending some as well. We'll commence the attack at fifteen hundred hours. I'll send over the necessary navigation data for your hyperdrive computers. Any other questions?"

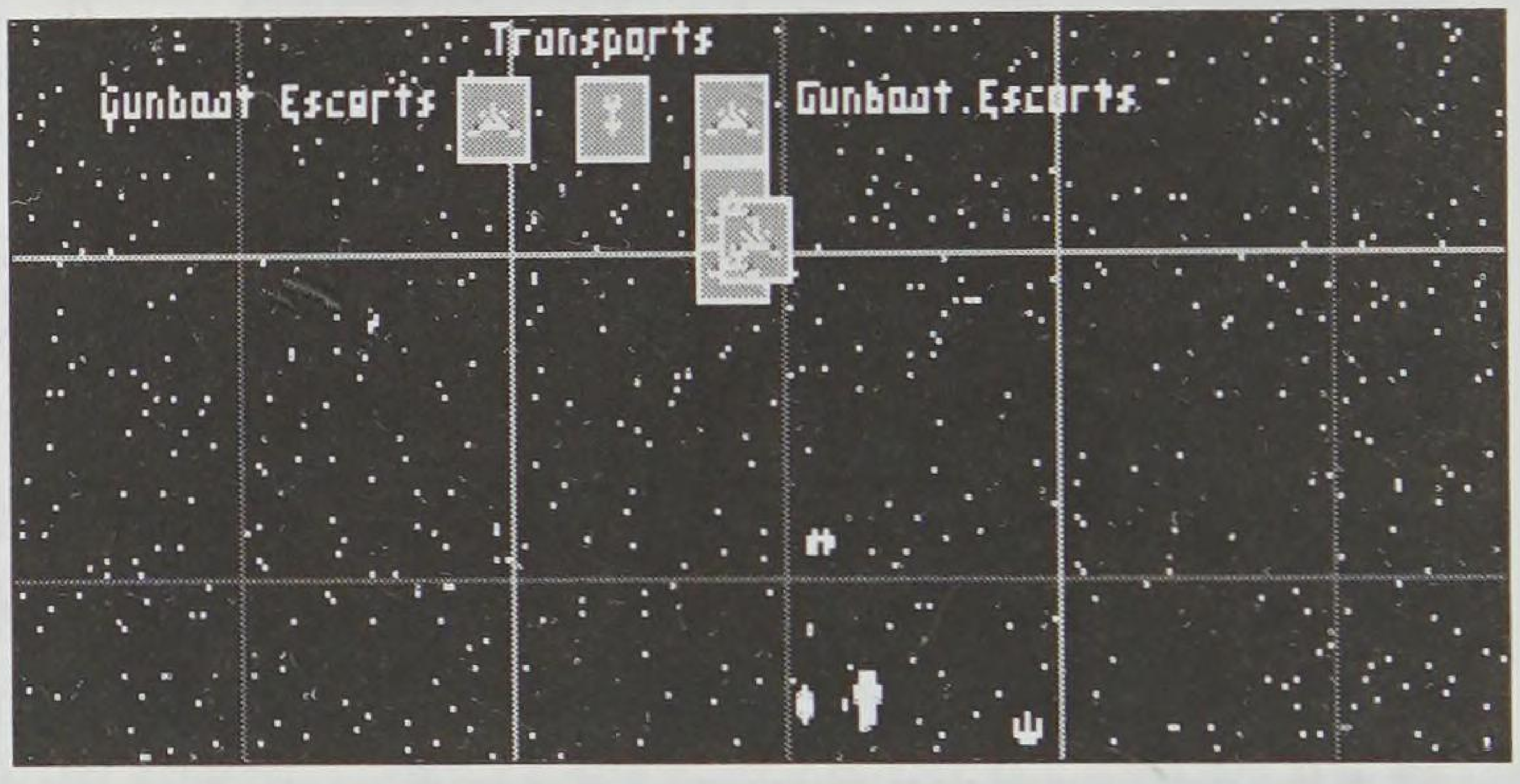
"No, sir. We'll be ready," Vistore answered. As soon as the link was dissolved, he wiped his brow with a sleeve, caught himself, and stalked off to his private ready room. The bridge grew very still for a moment. Then all activity resumed.



MISSION FIVE: ATTACK REBEL LT. CRUISER




A-wings
Rebel Cruiser
Supply Container
X-wings
B-wings


Transports
Gunboat Escorts
Gunboat Escorts

Mission Briefing

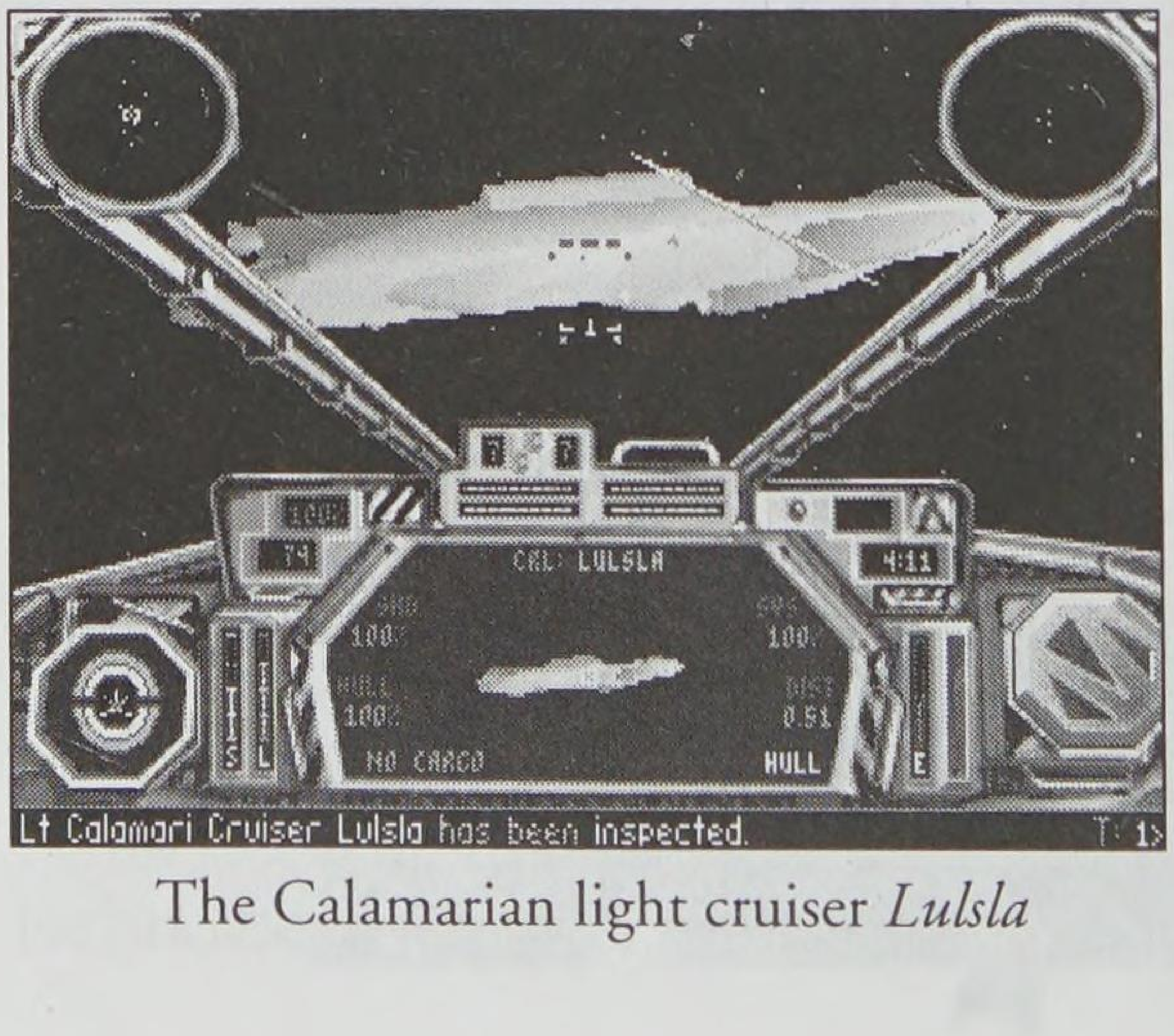
We have located a Calamari light cruiser in the Bruanii sector. It is believed that this cruiser was the launch point for the attacks on D-34. You will be a wingman in a flight of Assault Gunboats.

Secret Order

The Rebels have too much Imperial war material. We suspect the complicity of some Imperial forces. You must inspect all Rebel cargo containers to see if they contain any identifiable Imperial equipment.

Stele's After-Action Report

On this mission, I got to fly a Gunboat, my first shielded craft. I was looking forward to this mission, going up against the cruiser's fighter cover. I figured this would be good fun, though I knew I would miss the presence of an Imperial capital ship, a Star Destroyer, or at least a frigate, on the scene. I jumped into the battle area and immediately got my cameras going. It was my first view of a Calamarian cruiser. I pressed F9 and F10 twice each. Then transferred some of the stored laser power to

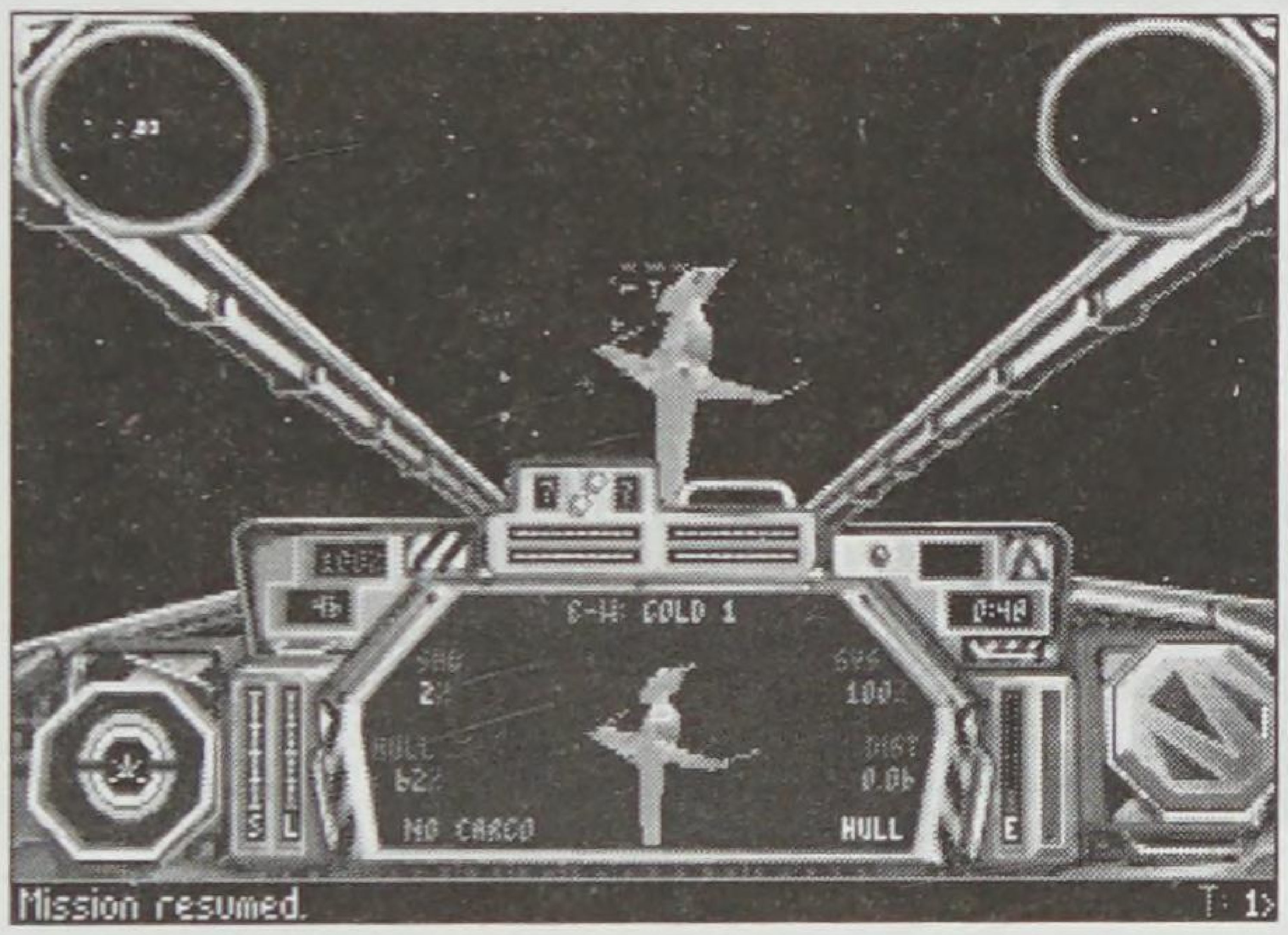

CRL: LULSLA
100%
100%
100%
NO CARGO
HULL
0.51
4:11
S
L
E
T: 1>

Lt Calamari Cruiser Lulsla has been inspected.

The Calamarian light cruiser *Lulsla*

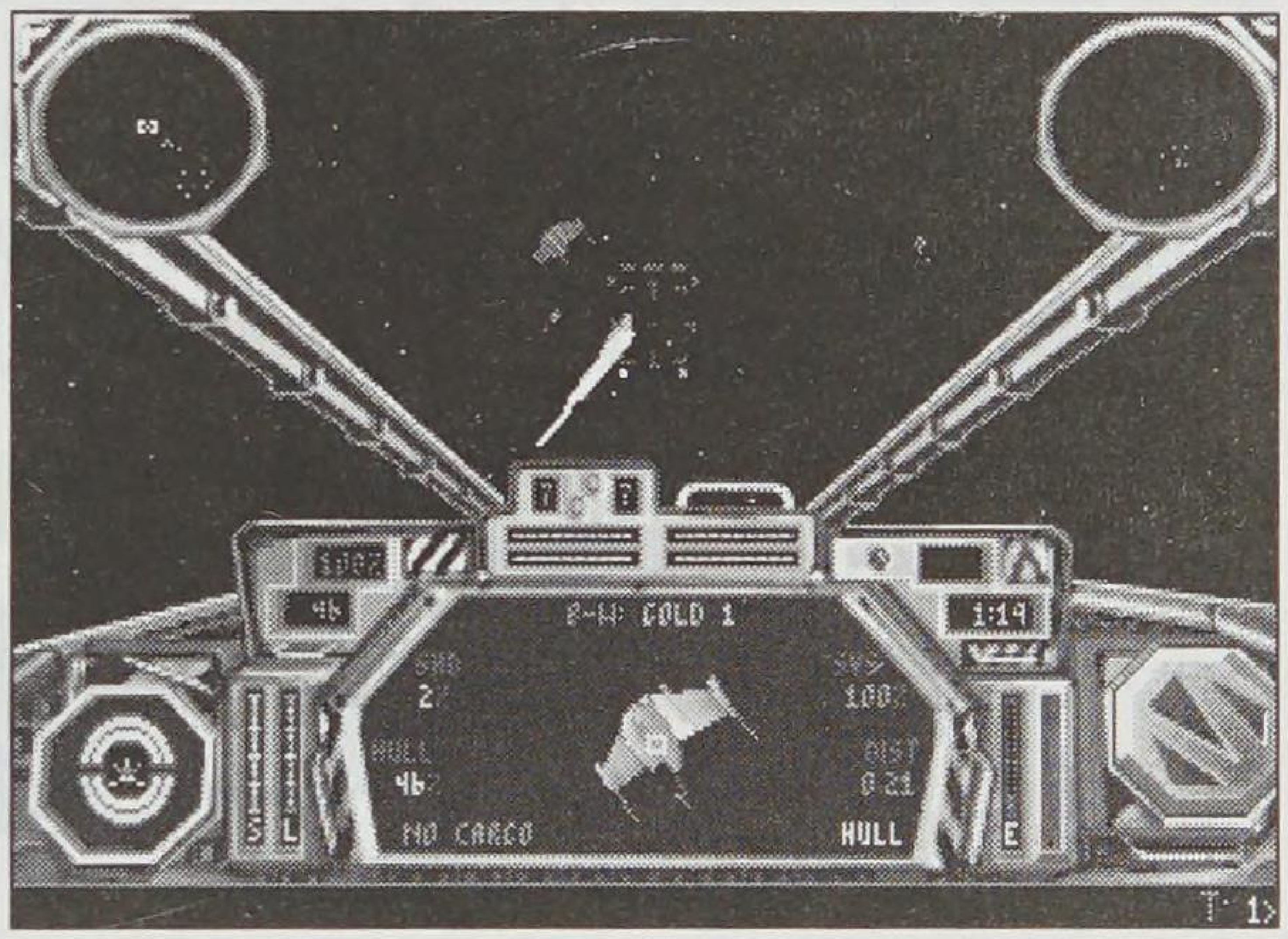
my shields as I had been taught in training. Then I pressed the "R" key and targeted an A-wing, but I quickly find that it's not so easy to dogfight an A-wing in a gunboat. Missiles work much better, so I let the A-wing detach from me, and once it was a short distance away, I locked onto it with missiles and let fly two of them. That's how I bagged my first A-Wing.

The battle had become a chaotic dogfight and the next craft I targeted was an X-wing from Red group. I used my lasers to destroy it, then went after another of the same X-wing group. I was beginning to like the Gunboat.



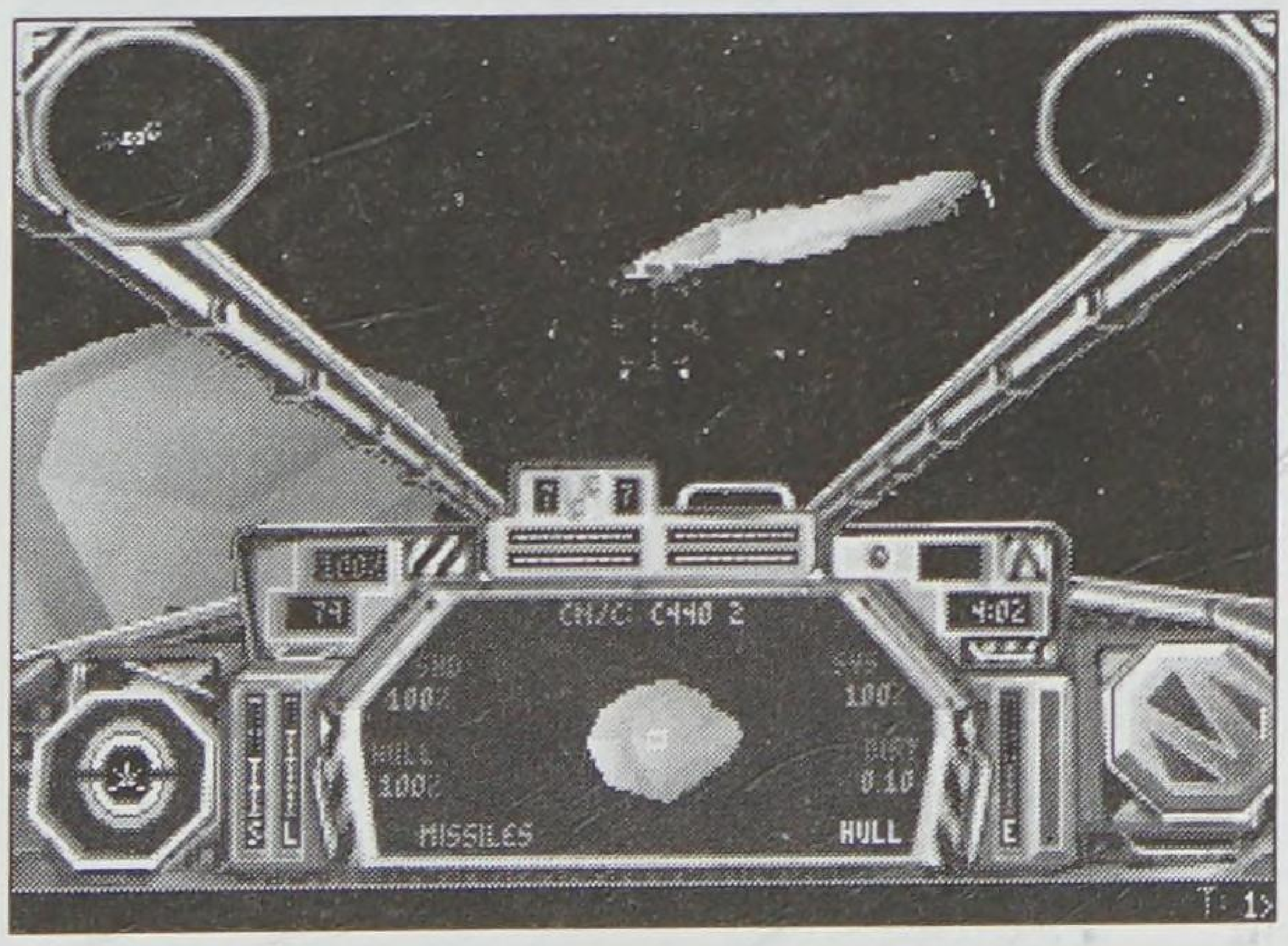
Mission resumed.

Blasting away at a B-wing.



Weakening the hull.

I went after the B-wings in Gold group as well. I just kept dogfighting, and as soon as I destroyed one, another one popped up in the CMD. While I was busy dogfighting, I remembered I was asked to inspect some containers, so I worked my way over to CON *C440* and flew by until I found one that was carrying Imperial probes. That's pretty much what the guy in the robe suspected. I got another message that the Emperor was pleased.



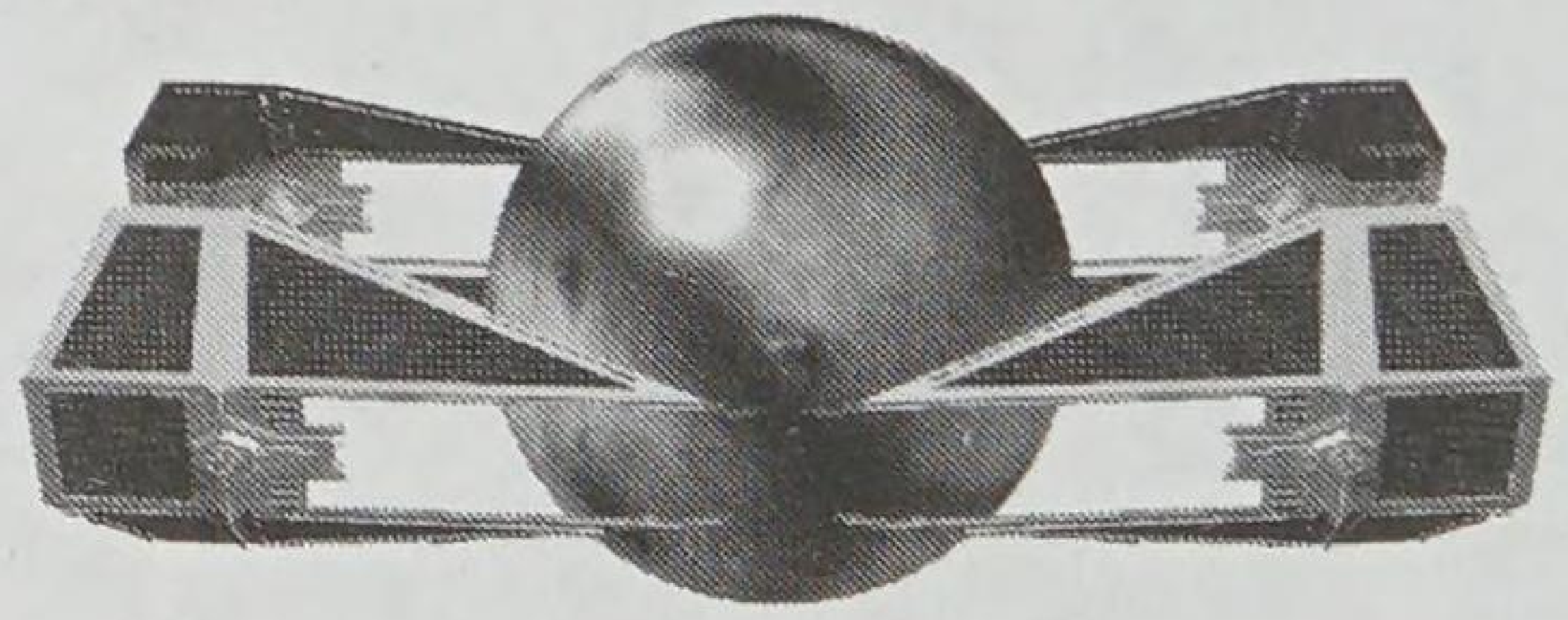
Here's container *C440 2.*

Checking the CMD, I saw that there were still some A-wings from Gold group, so I went after them. Shortly after that, some more X-wings from Blue group appeared. I took them on, too, though I knew I had completed my primary mission and was taking unnecessary chances. Mordon would probably have disagreed, but I liked this gunboat. I especially liked the shields. I had already taken a few hits, but by transferring laser energy and rebalancing the shields, I was able to keep my craft intact.

Finally, I realized it was time to return to base, so I activated the hyperdrive and left the *Lulsla* behind. I knew I would be back, though. At the debriefing, I found out that I had 13 new kills to my name: 3 X-wings, 3 A-wings, 4 B-wings and 3 Transports. This was a great day!

Debriefing (Win Conditions)

Primary Goals: Destroy all of X-W Red.
Destroy all of B-W Gold.
Destroy all of A-W Blue.
Secondary Goals: Inspect all of CON *C440.*
Bonus Goals: Destroy all of X-W Blue for 350 pts.
Destroy all of A-W Gold for 350 pts.



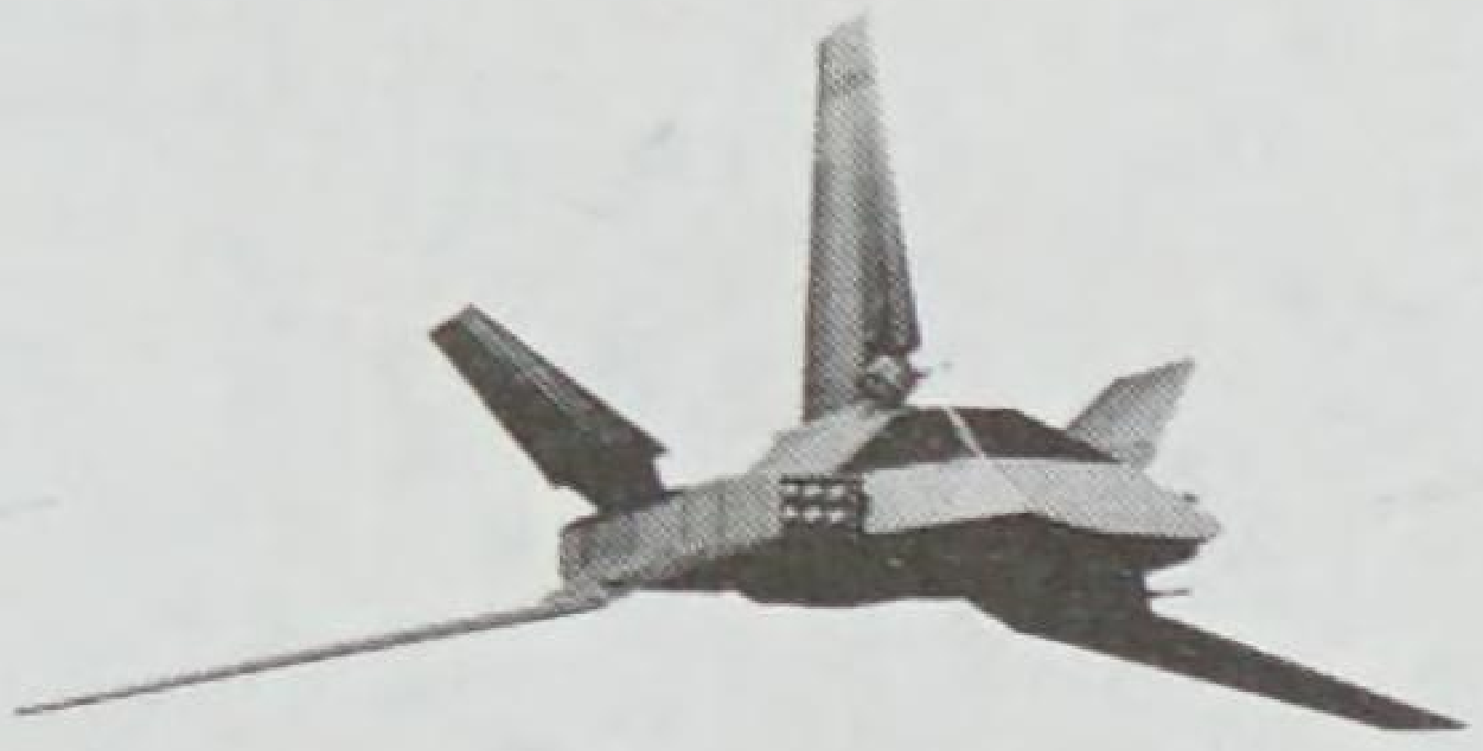
The man in the robe was talking. He seemed exceptionally pleased. "Yes. This is all the confirmation we have been wanting. We will be able to trace the person responsible for this treason. You have done well, Stele."

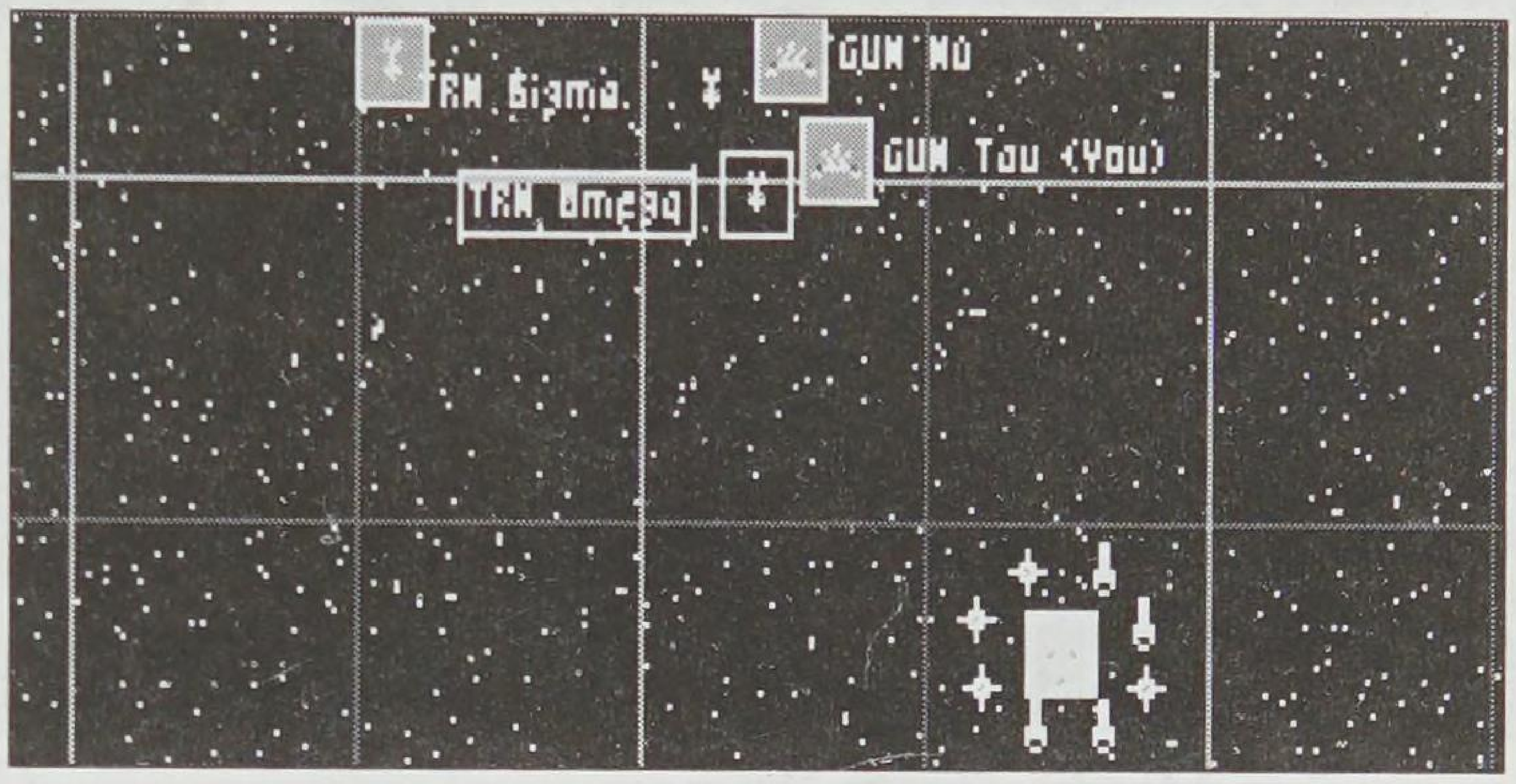
Maarek said nothing. He still was uncomfortable around the secret society. He waited for a dismissal. He didn't dare be rude to these men, but he knew that the mission to destroy the *Lulsla* was already starting, and he didn't want to miss the opportunity to be involved.

But the man wasn't finished yet. He had still more orders for Maarek. "You will destroy the *Lulsla*. And when you do, the Rebels will scuttle out of their places where we can get them. Find their leaders for us. The Emperor will be pleased."

Maarek rushed off to battle, a small shiver running up his spine. He would not want to be in the Rebels' place. Not now. Not ever.

MISSION SIX: DESTROY THE LULSLA





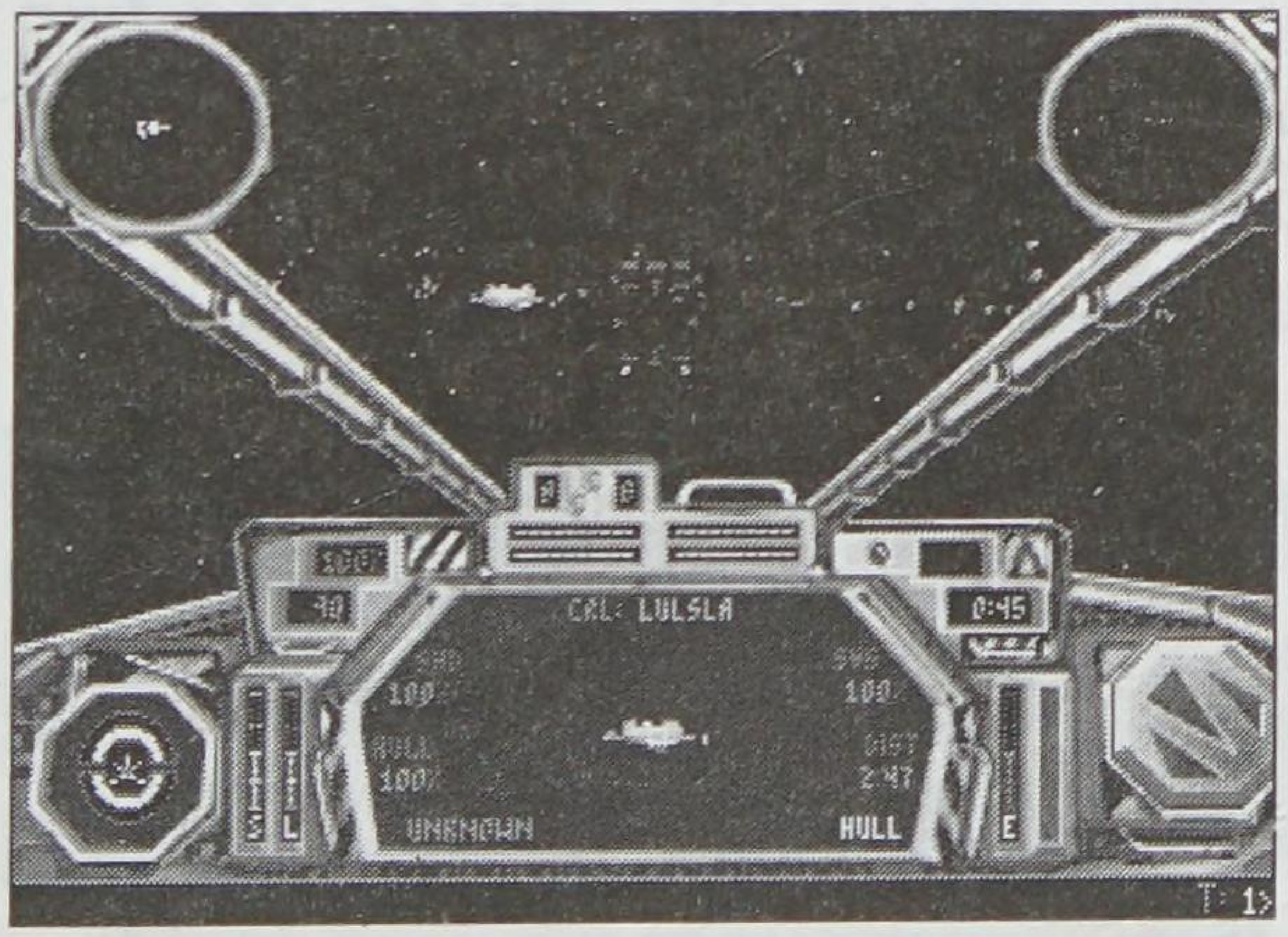
Mission Briefing

With the main fighter shield destroyed, we can launch an all-out attack to complete the job. You will lead a two-ship flight of Assault Gunboats and escort the transport groups Sigma and Omega as they attempt to bring down the *Lulsla*. Although starfighter opposition should be minimal, you will have to contend with the minefields around the *Lulsla* as well as the firepower of the light cruiser itself.

Secret Order

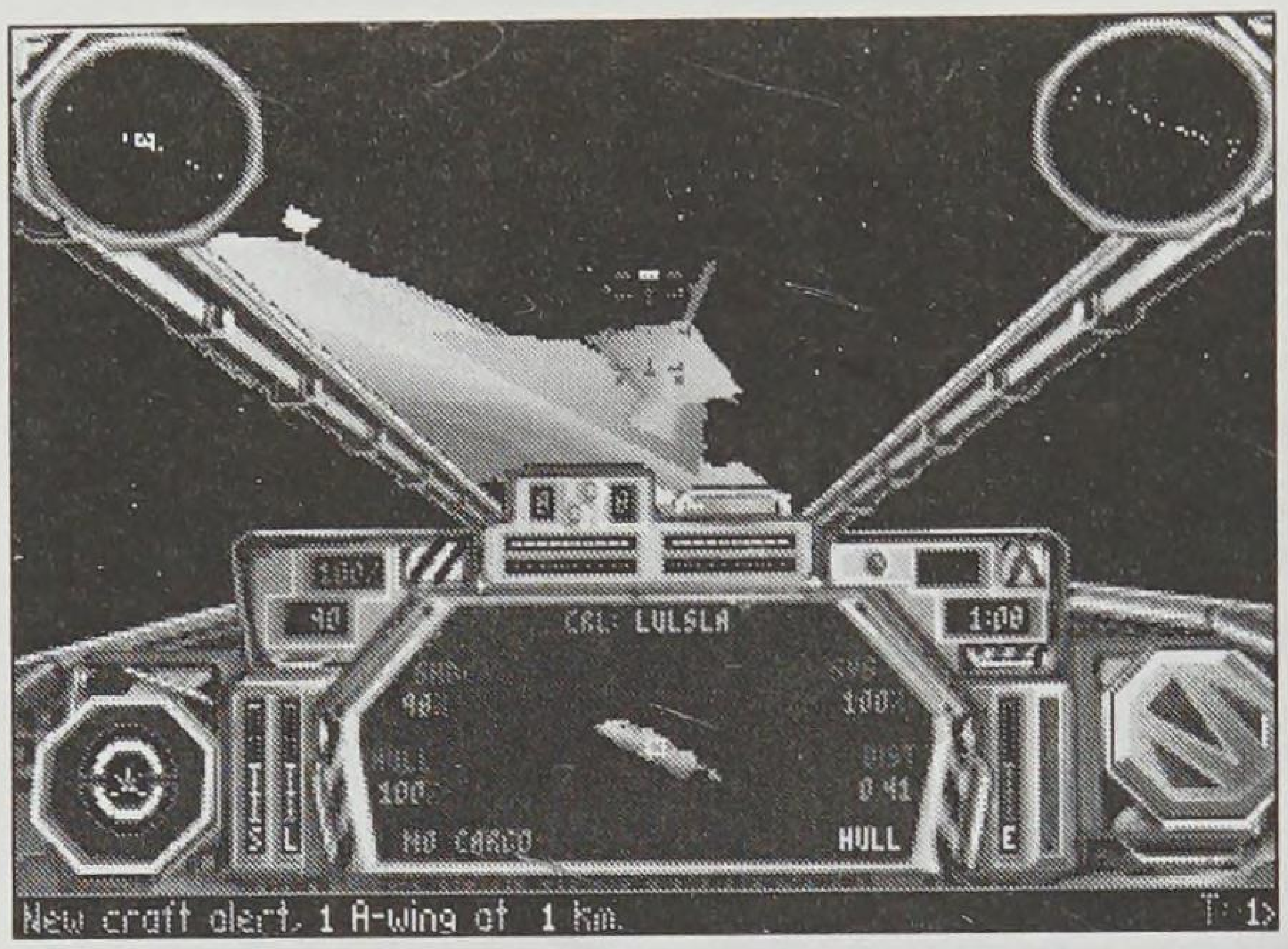
Watch for the Rebel leaders as they attempt to escape the doomed cruiser. We want to capture them alive.

Stele's After-Action Report



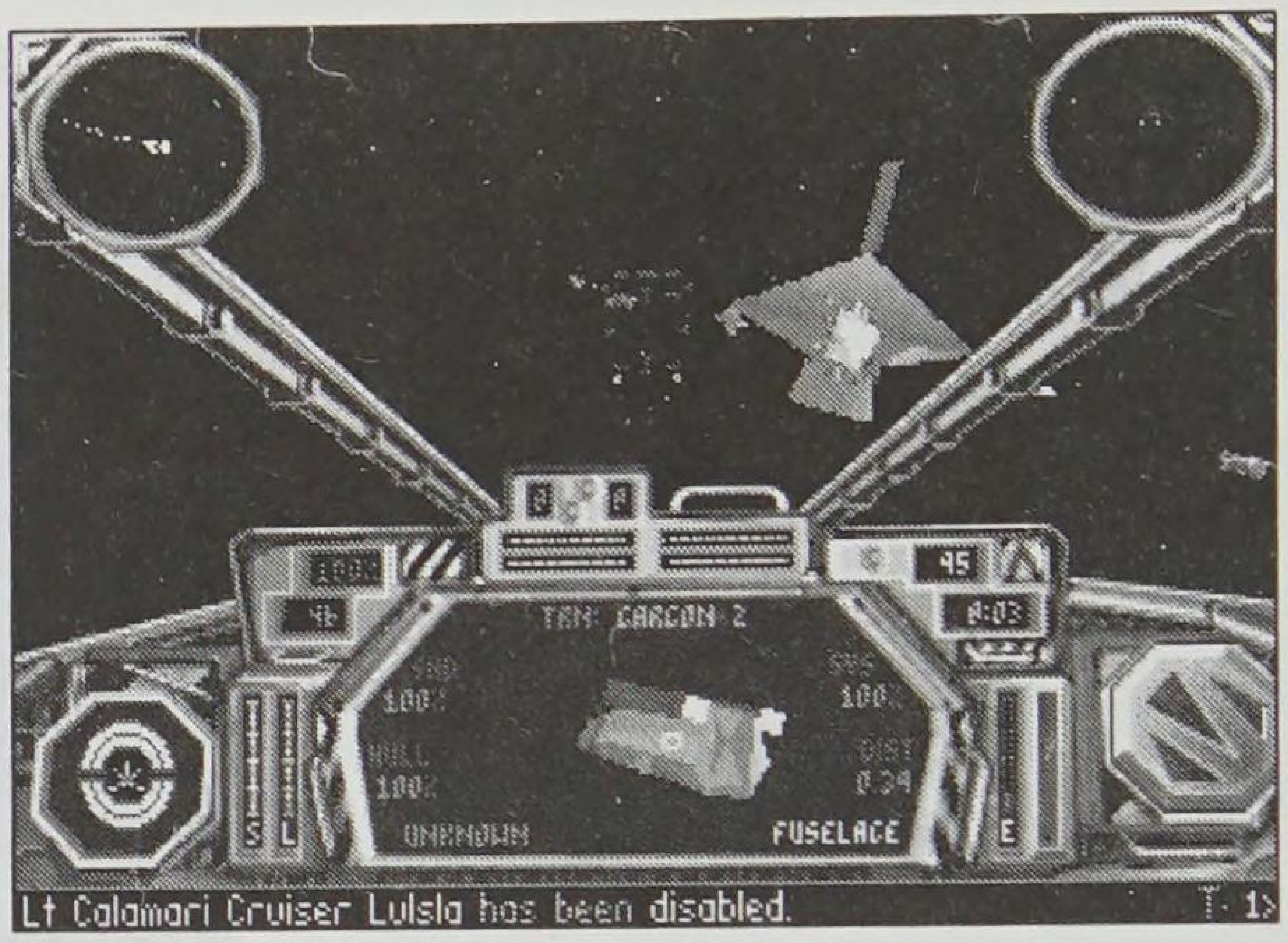
The *Lulsla* behind a shield of mines.

The mission to destroy the *Lulsla* continued. I was sent out on a second mission to finish off the cruiser, again at the command of a gunboat. After starting the camera, I pressed F9 and F10 to set recharge to maximum, then transferred some energy from lasers to shields. I turned and headed in towards the *Lulsla*. When I pressed "R" to find the nearest target, I found only mines out there, and an awful lot of them at that. I identified two types of mine — type 2 and 3. I decided to use ion cannons on them because the type 3 mines can shoot missiles if you don't disable them first. As I approached the minefield, I transferred more



New craft alert. 1 A-wing at 1 km.

Heading for the mines.



Lt Calamari Cruiser Lulsla has been disabled.

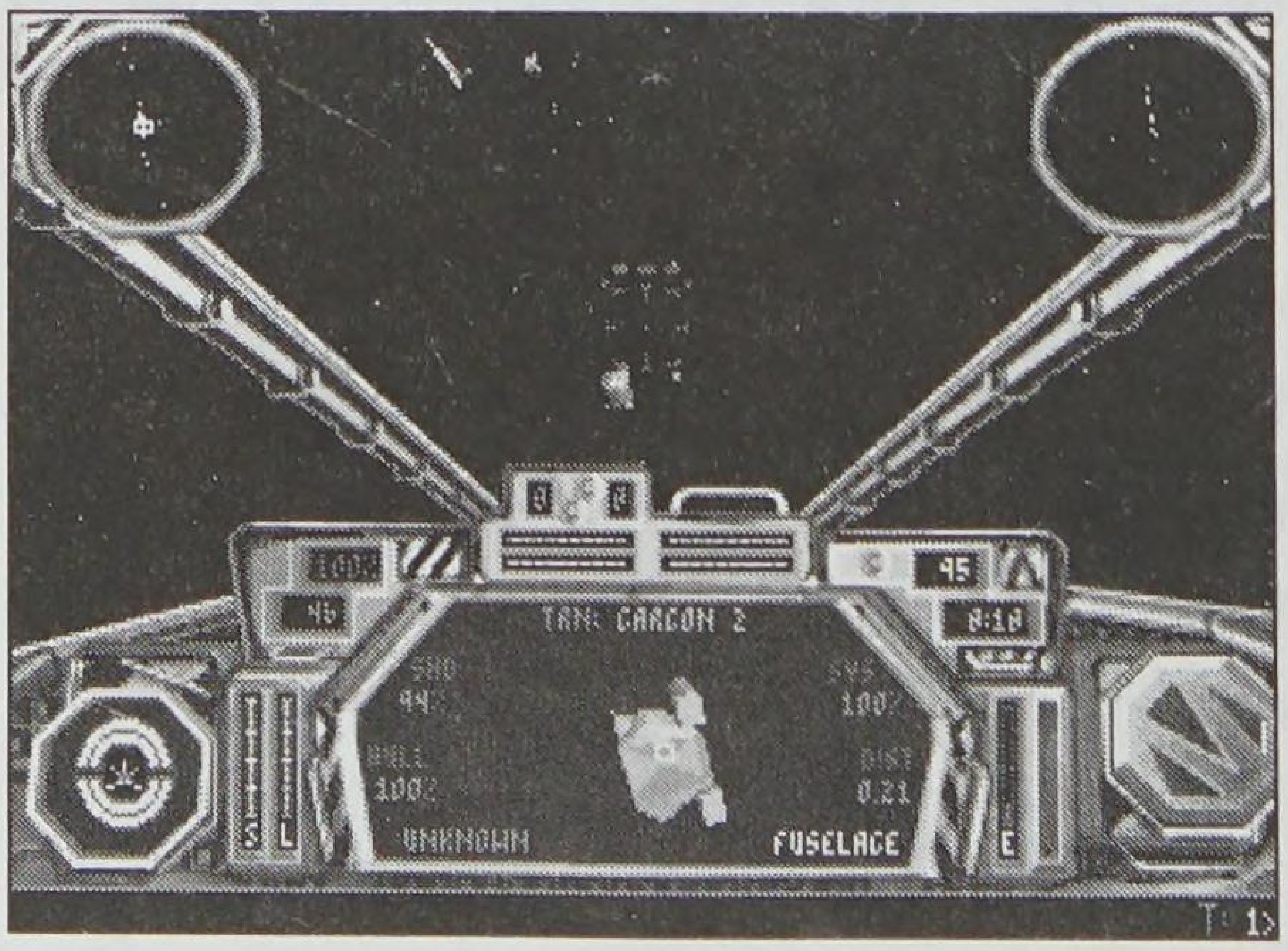
Close up encounter with a mine.

energy to my shields, remembering from my training how dangerous mines could be. Eventually, I got the shields to maximum and pressed F10 to reduce the shield recharge rate to 3/4.

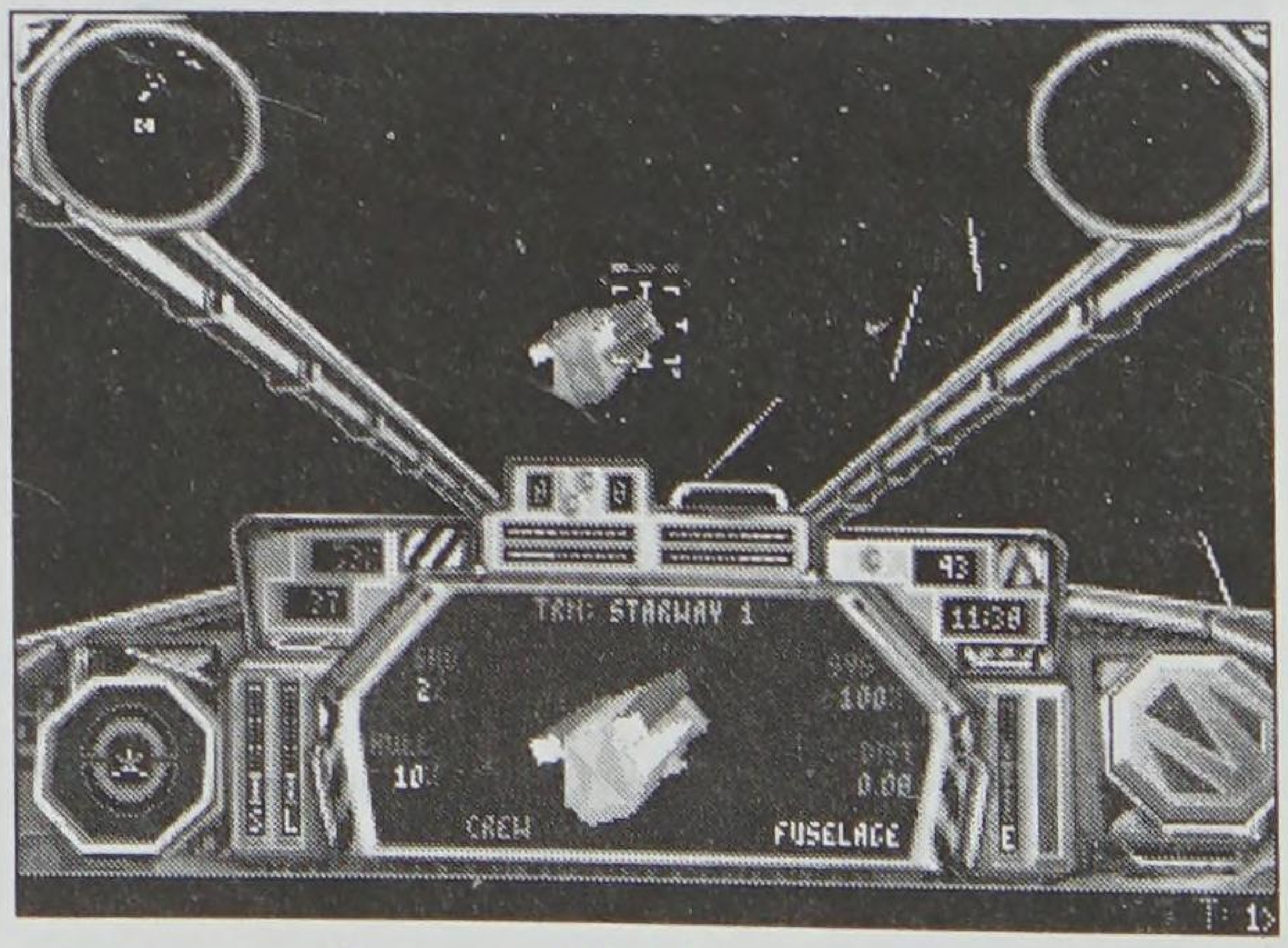
Instructed my wingmen to go after the mines and made my first pass. I noticed that they were all at the same level, so I took my ship in on the same plane to make it easier to target and very quickly destroy one mine after another.

I almost didn't notice the first wave of Y-wings —three of them. I went after them as soon as I could, getting one quickly. By this time, there were new enemies — X-wings and A-wings. I targeted the X-wings with missiles and destroyed *Red 2*, using three missiles.

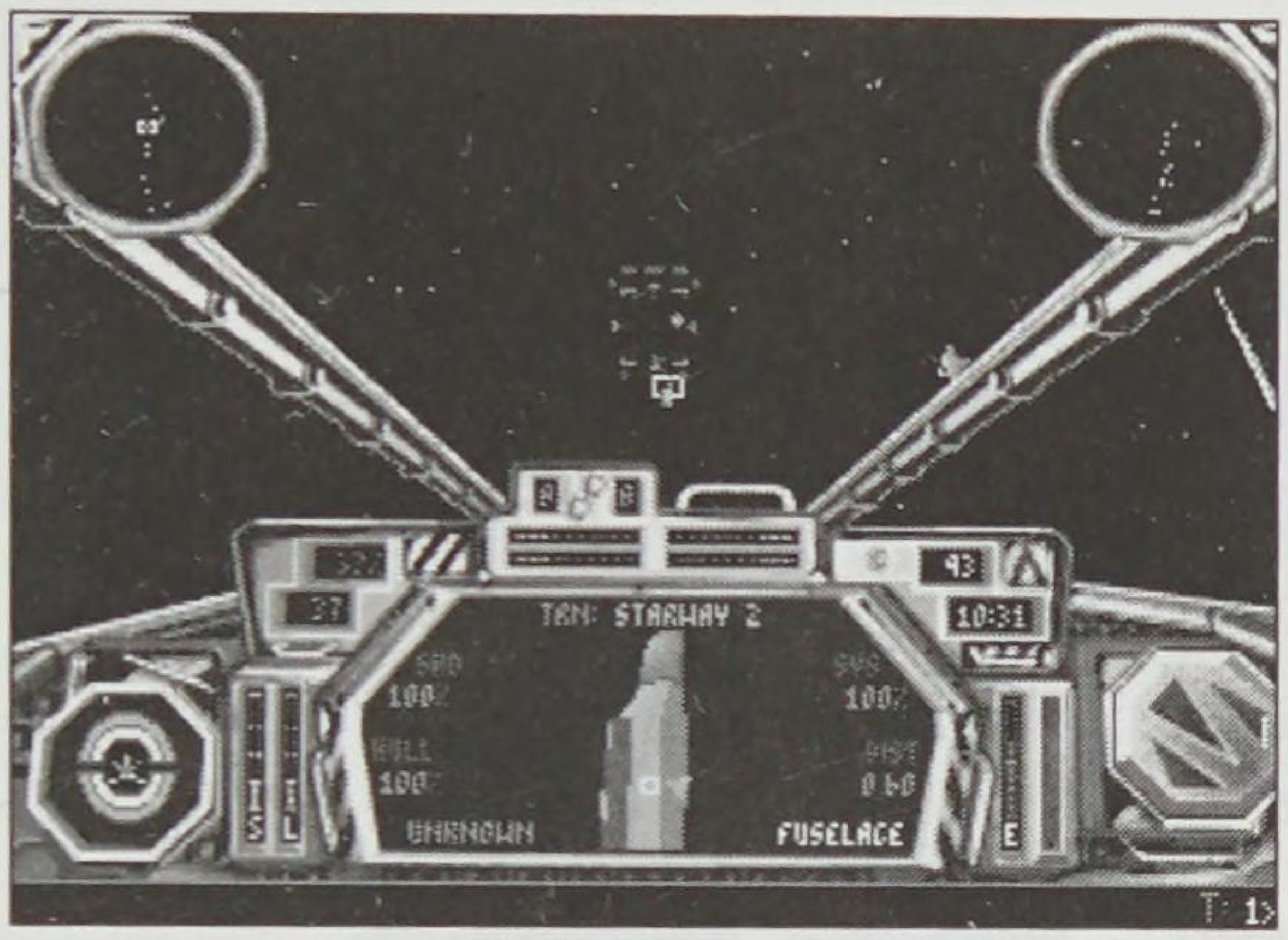
In the middle of all this, I noticed some transports and shuttles leaving the *Lulsla* — two transports Starway, two transports Gargon and two shuttles Derris. I figured it was important to know what was on these craft, so I headed toward them. I destroyed the transports, but found the commander of the *Lulsla* aboard one of the Derris shuttles. I used ion



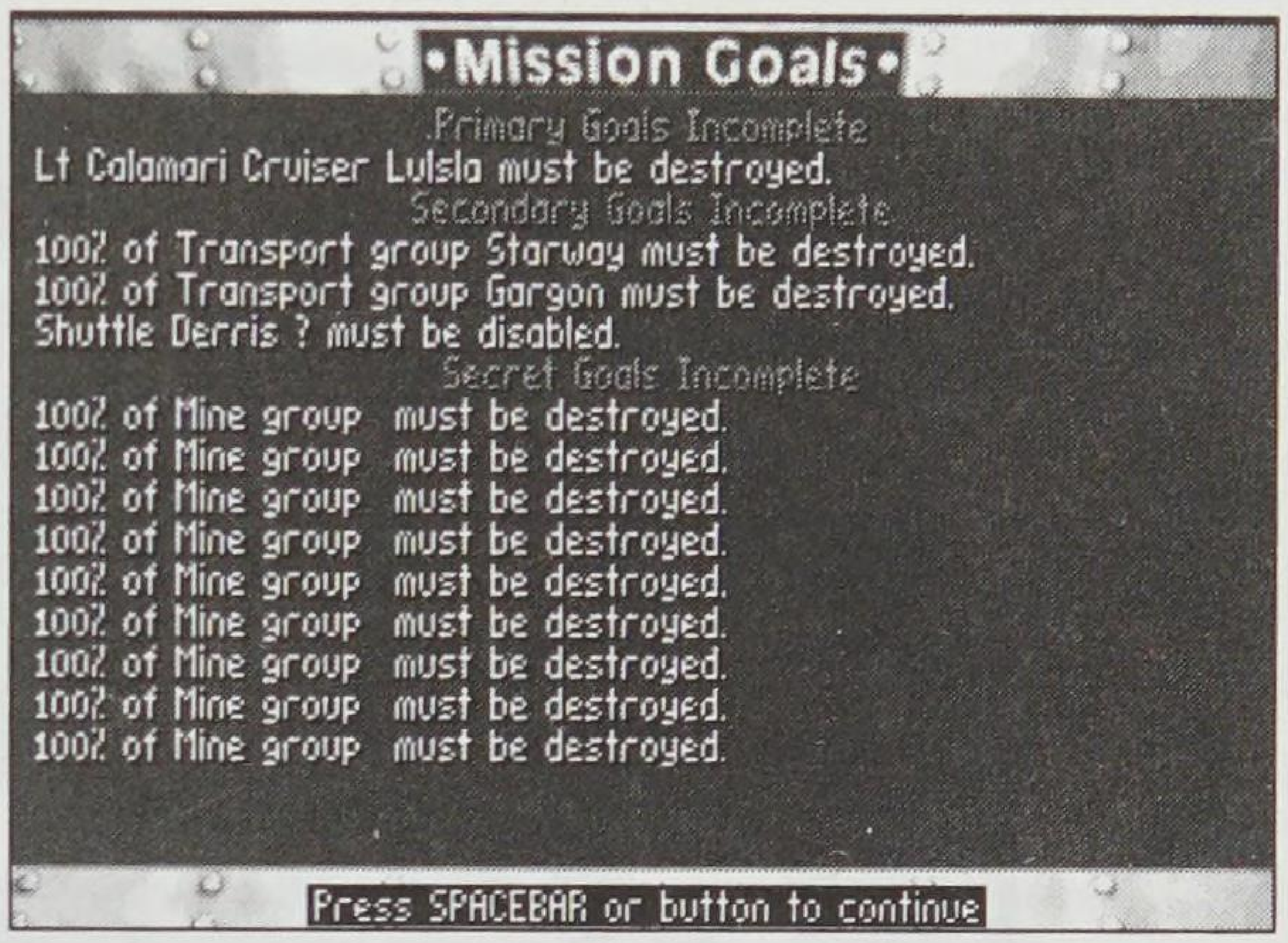
Locking weapons onto *Gargon 2.*



Starway 1 is about to go.



TRN *Starway 2*



```
•Mission Goals•
Primary Goals Incomplete
Lt Calamari Cruiser Lulsla must be destroyed.
Secondary Goals Incomplete
100% of Transport group Starway must be destroyed.
100% of Transport group Gargon must be destroyed.
Shuttle Derris ? must be disabled.
Secret Goals Incomplete
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
100% of Mine group  must be destroyed.
Press SPACEBAR or button to continue
```

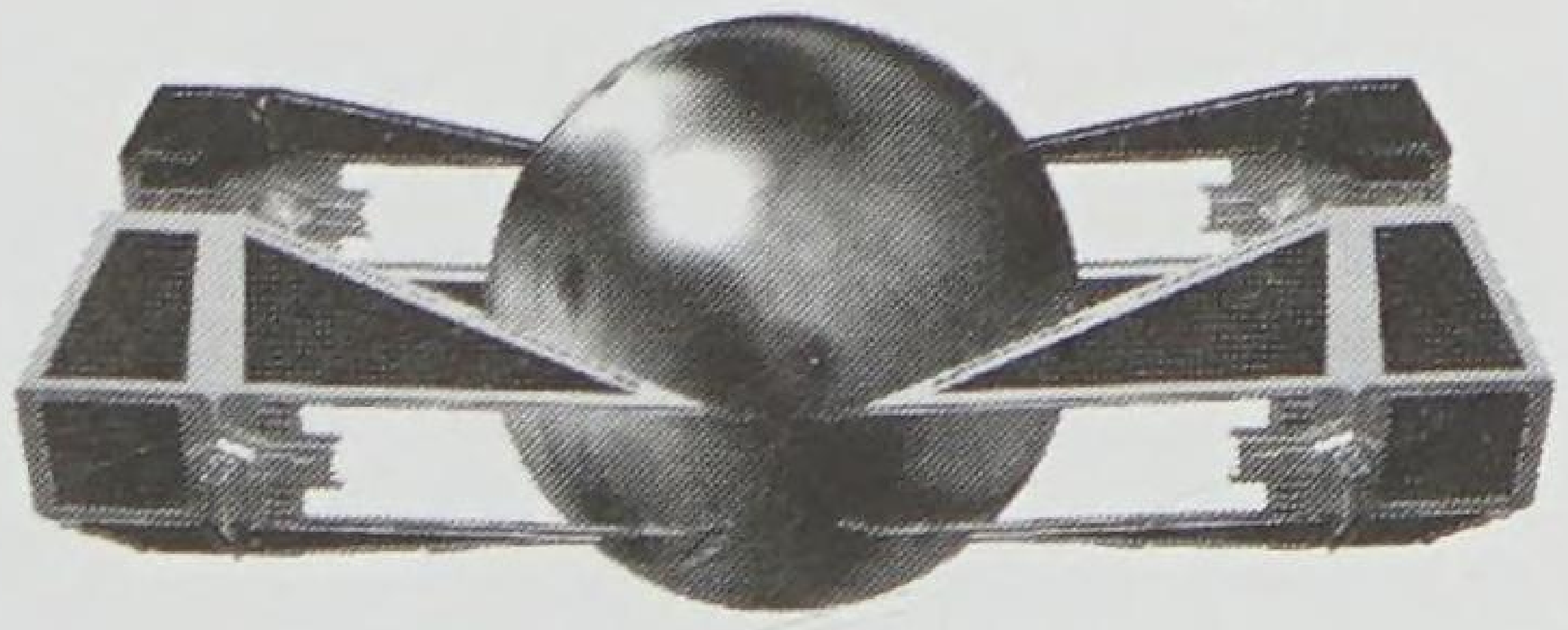
Mission Goals

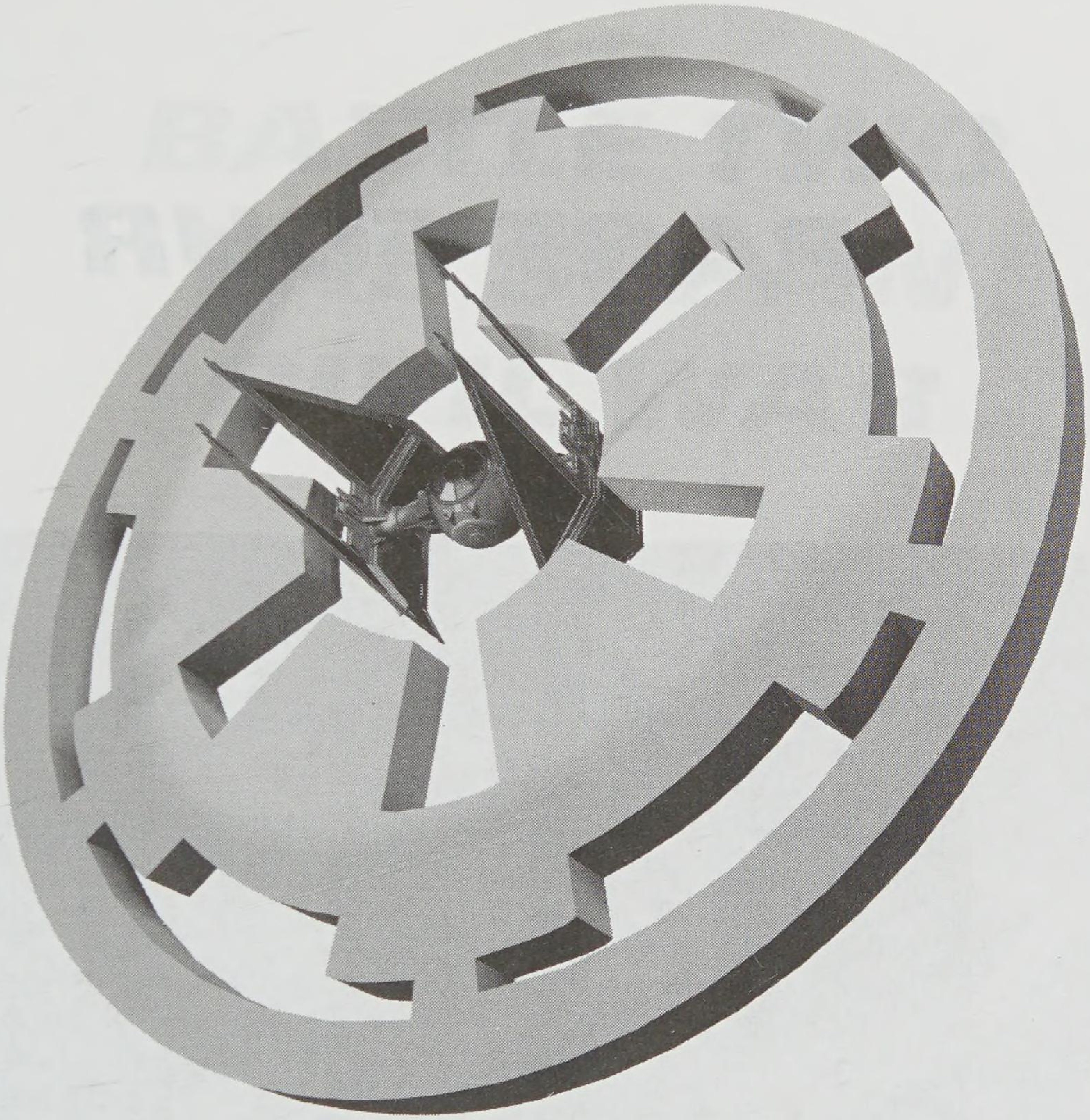
cannons to disable both shuttles and base control sent out a transport to board the shuttles. In the fury of the dogfight, I heard the message that the *Lulsla* had been destroyed. I fought a few more starfighters, then headed home as Imperial forces captured the shuttles I had disabled.

Debriefing (Win Conditions)

Primary Goals: CAL *Lulsla* must be destroyed.
Secondary Goals: Destroy all of TRN group Starway.
    Destroy all of TRN gropu Gargon.
    Disable SHU Derris (with commander of *Lulsla*).
Bonus Goals: Capture all of SHU group Derris for 2000 pts.
    Destroy mine groups for 50 pts each.

Meanwhile, Admiral Harkov flew to a secret rendezvous with Rebel leader, Mon Mothma. There, he offered to defect, and to bring his part of the Imperial fleet with him. As long as the price was right.

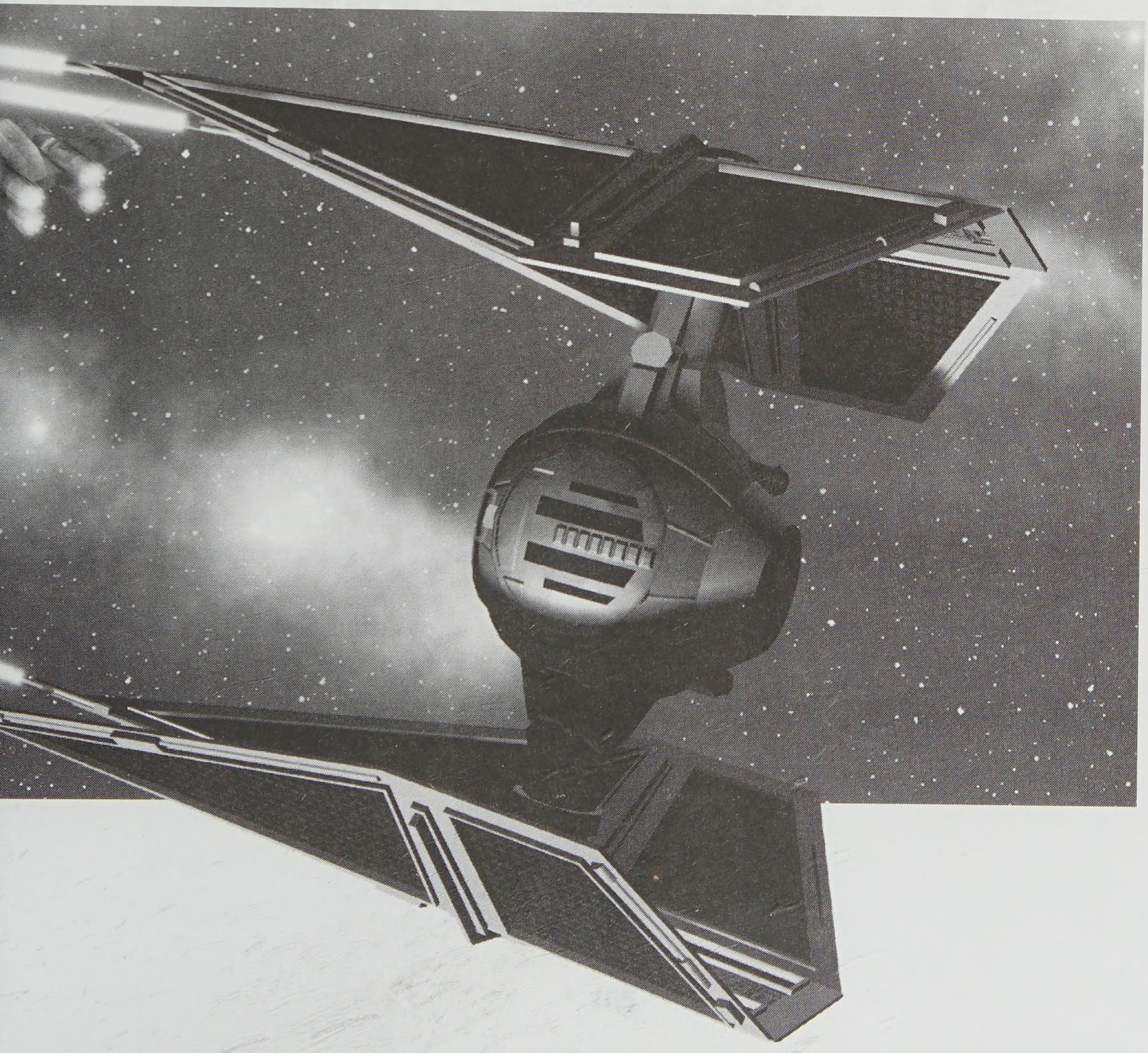


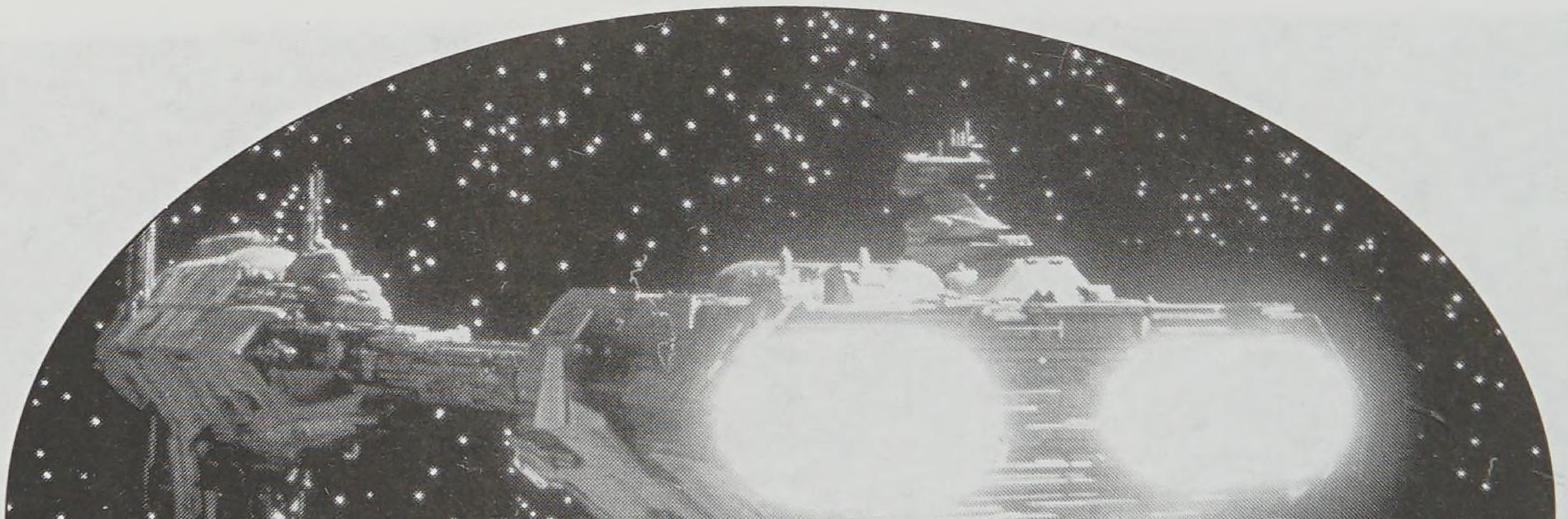


PART FOUR

PART FOUR

BATTLE TWO
THE SEPAN CIVIL WAR





PART FOUR

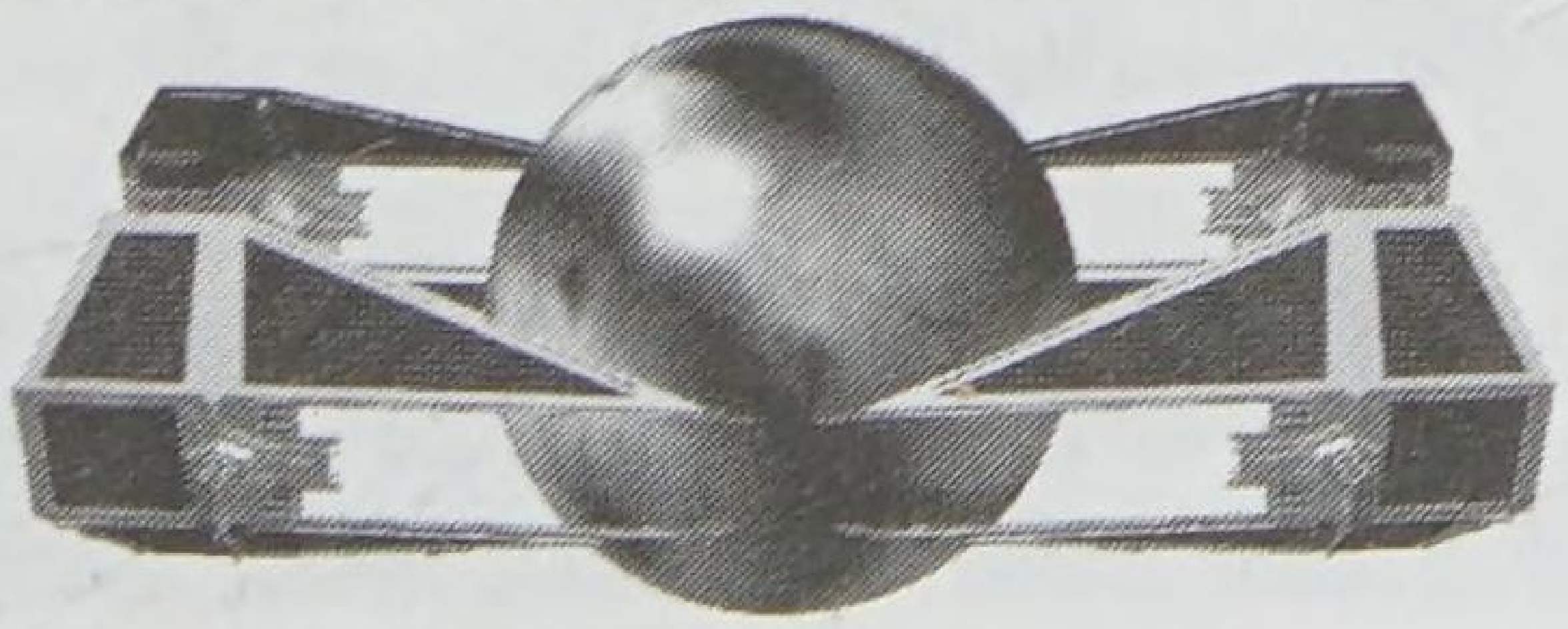
Battle Two: The Sepan Civil War

His transfer was quite sudden and unexpected. He had been almost comfortable aboard the *Fogger*, and then the orders had come through. Maarek was reassigned to a *Victory*-class Star Destroyer, the *Protector*. He was given no warning. One day, shortly after the battle with the *Lulsla*, he was told to pack up and report to the hangar. A transport was leaving in an hour, and he was to be on it.

He said quick good-byes to Grommet and the rest of them. Grommet was still expecting a promotion. Ketcher had his nose stuck in some historical holo and hardly looked up, but Alimet made a big show of hugging Maarek and kissing him on both cheeks, saying, "We will meet again, my friend. We are destined to meet again. Of that I am sure."

Then he was gone. The transport took him to the Star Destroyer, which, while smaller than the *Imperial*-class Star Destroyer *Vengeance*, was still a good deal more impressive than the frigate had been.

He had very little time to orient himself. He had just located his bunk when the comlink lit up and he was called to a briefing.



"In just one hour, we will jump into the Sepan sector to quell a long-standing civil war between the peoples of Ripoblus and Dimok." Admiral Harkov stood at the podium. He was thin and looked as if he hadn't had enough sleep recently. He gestured with his hands, pointing randomly about the room. To Maarek, he seemed somewhat erratic, but he was the admiral after all, and everyone was listening intently. Maarek wondered if the admiral normally conducted briefings himself, as it was somewhat unusual for the commander of a Star Destroyer to do so.

The admiral's voice was strong, and carried all the authority of his station. But to Maarek's ear, it was edgy, and had an unpleasant twang about it. It might be an unfamiliar accent, Maarek thought, but I don't much care for it.

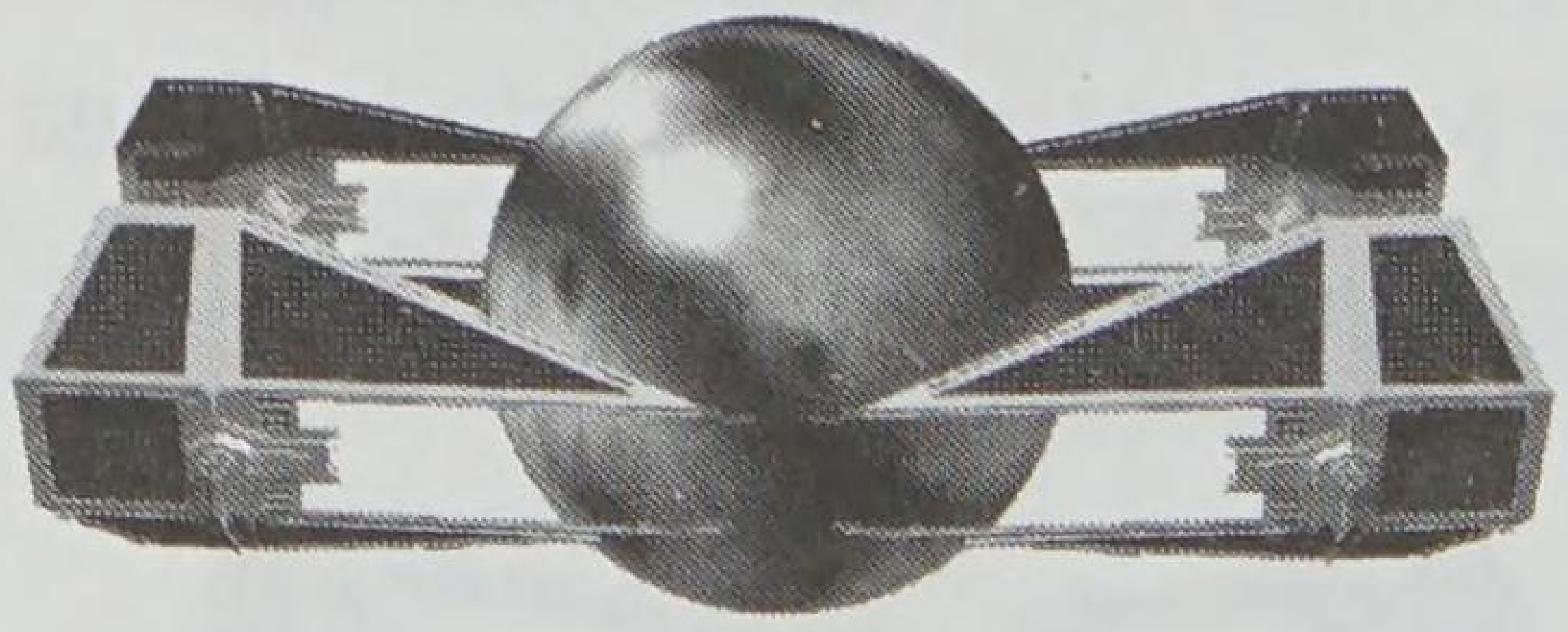
"We want to remind you," the admiral continued," that this is a peace mission. Our objective is to come to the aid of a small Ripoblus convoy. This is not a mop-up mission. You must deliver a telling blow to the Dimok aggressors, but allow some to escape to tell their superiors of the might and will of the Empire. Are there any questions?"

"How do we tell which of them to let escape?" asked one of the senior pilots. "Draw straws?"

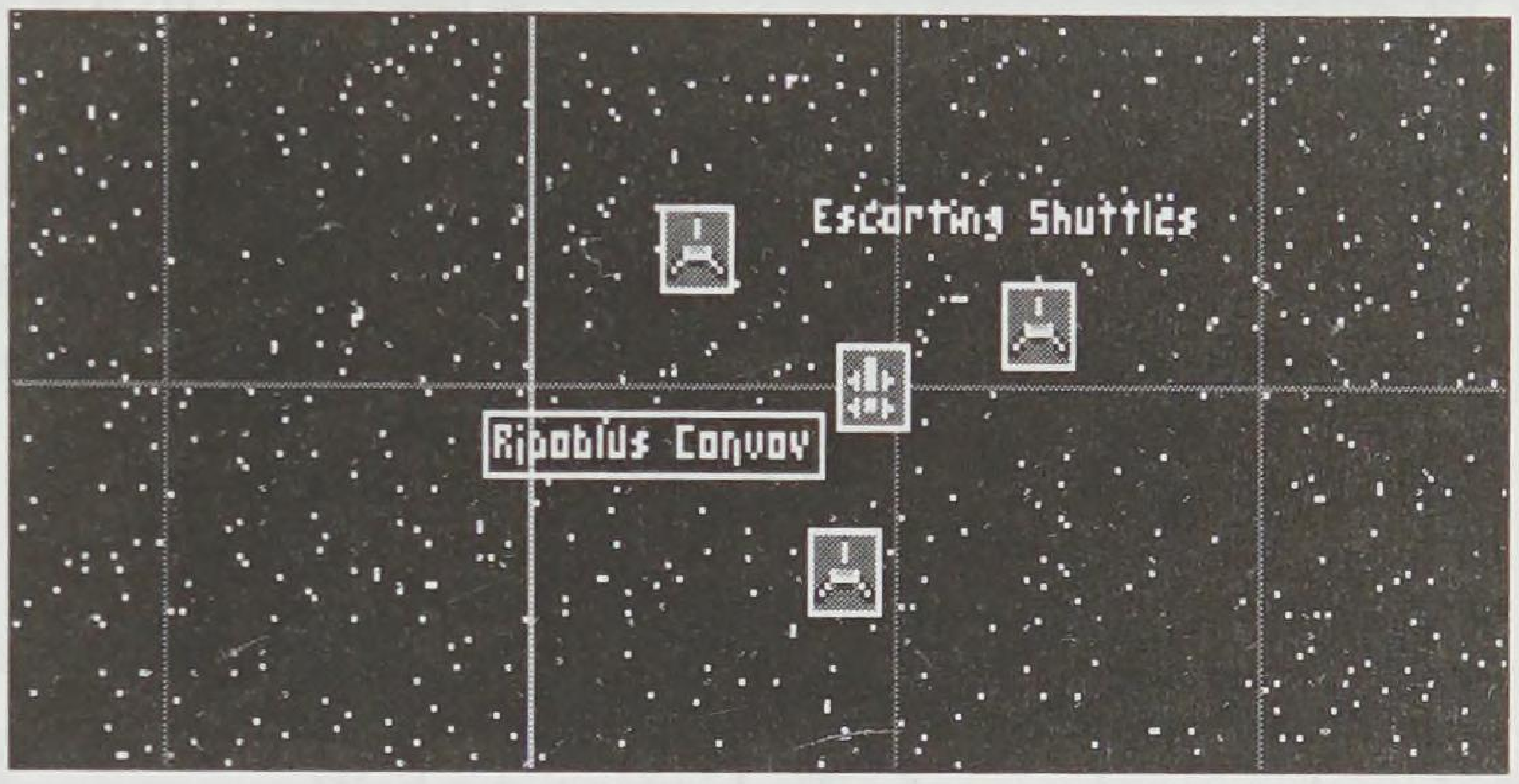
There was general laughter in the room, but the admiral did not join in. He glared at the speaker a moment, then said, "If there are no real questions, then, you all have work to do." He was about to step off the podium, when he stopped and said, "Captain Trace. I want a word with you."

The pilot who had made the joke stood up and walked slowly toward the admiral. Maarek was on his way out of the briefing room, but just as he left, he observed the admiral raise his hand and slap the captain hard across the face. There were some angry words that Maarek could not quite make out, then he was out the hatch and could see no more.

On schedule, an hour later the *Protector* jumped to Sepan and immediately the Imperial forces mobilized to catch the Dimoks in the act.



MISSION ONE RESPOND TO S.O.S.



Mission Briefing

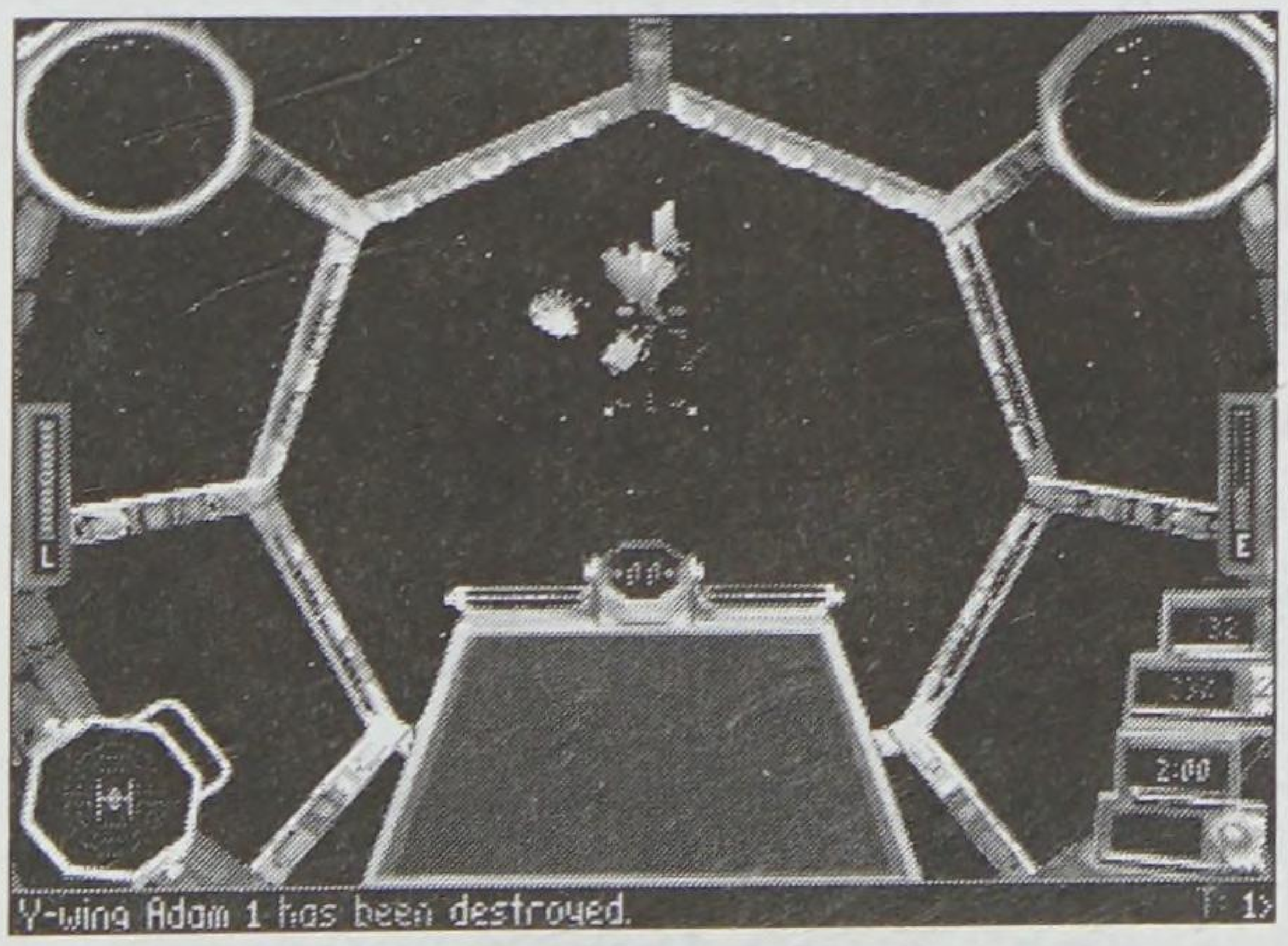
The Ripoblus convoy is under attack. You will fly as wingman in a three-ship flight of TIE fighters. Your mission is to destroy some of the Y-wings while the TIE Bombers attack the Dimoks' corvette.

Secret Order

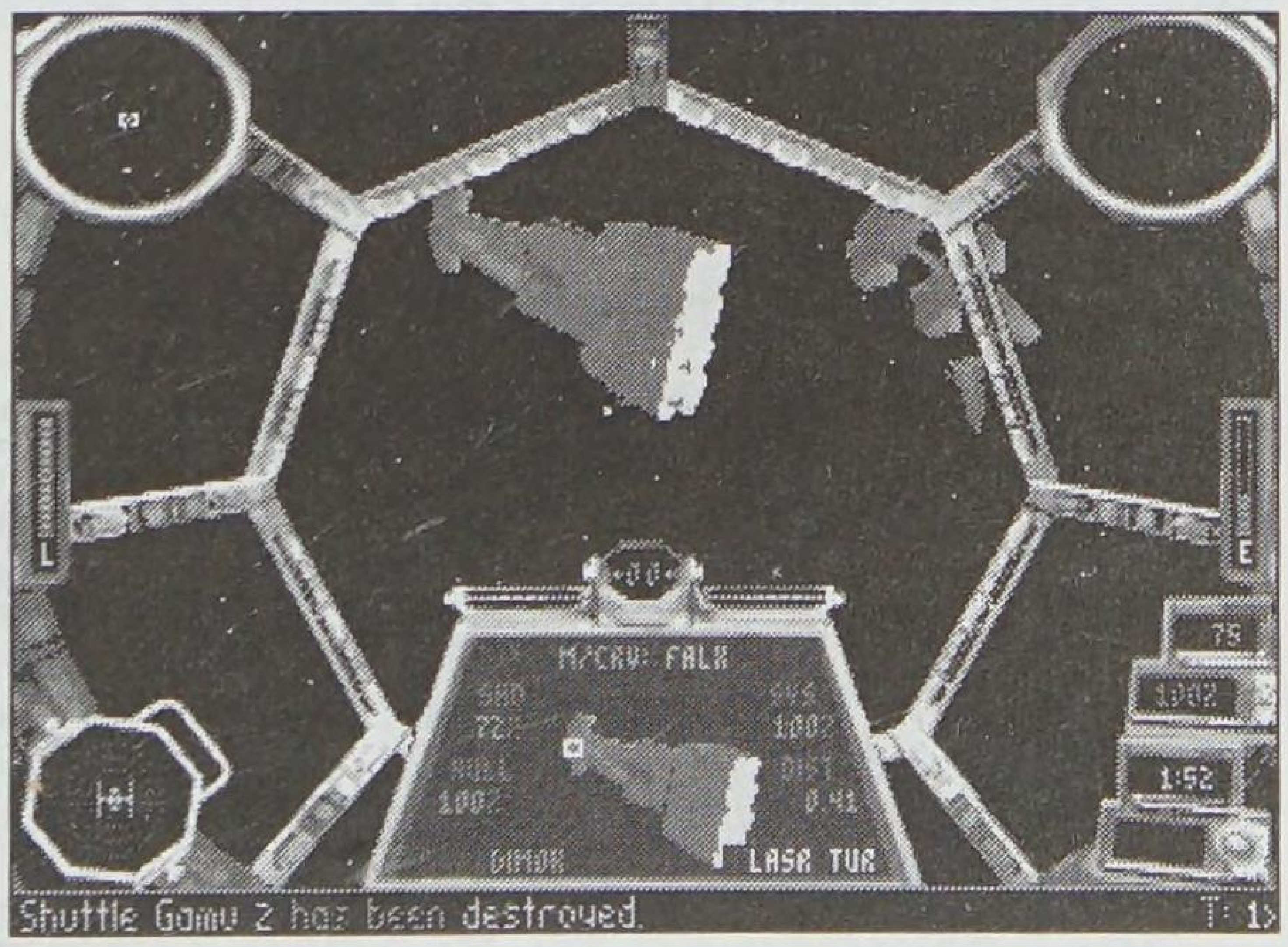
Inspect cargo craft. Look for anything out of the ordinary or suspicious.

Stele's After-Action Report

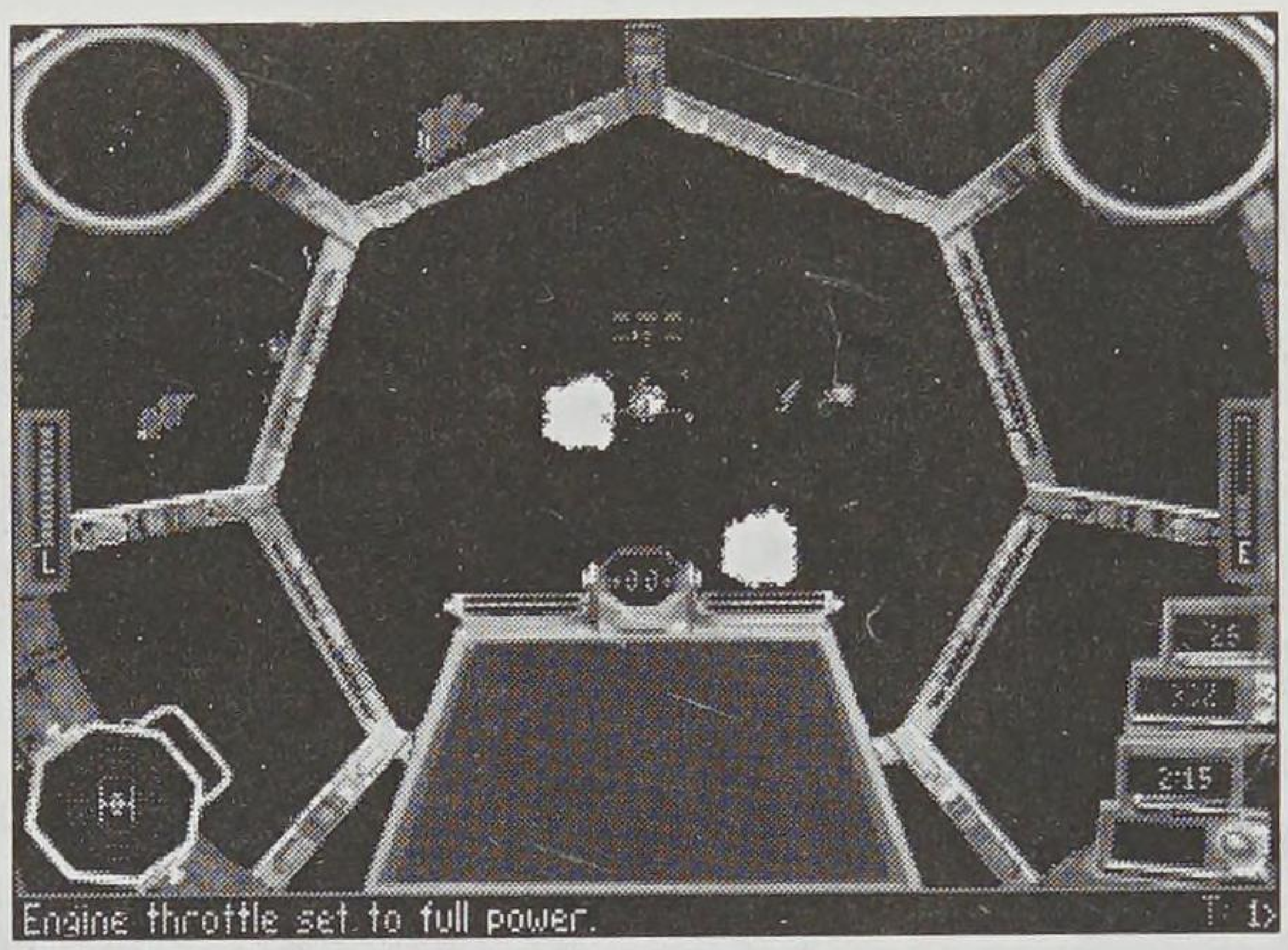
I entered the area of the convoy. There was one other FG of TIE fighters and one FG of TIE Bombers on the mission. I targeted my flight leader and assigned him to memory location F5. Then I throttled to full and checked his threat display to see who he was after. He was attacking Y-wing *Adam 2*, so I started looking for another target. I saw that a modified corvette *Falx* was in the area, and determined that it could present a threat to the convoy. The T/Bs should take out the corvette, but they were busy with the cargo ferry *Mangonel*. I realized I could go in and draw some of the corvette's fire


Y-wing Adam 1 has been destroyed.

Scratch Y-wing *Adam 1*.


Shuttle Gamu 2 has been destroyed.

Targeting a laser turret on the *Falx*.

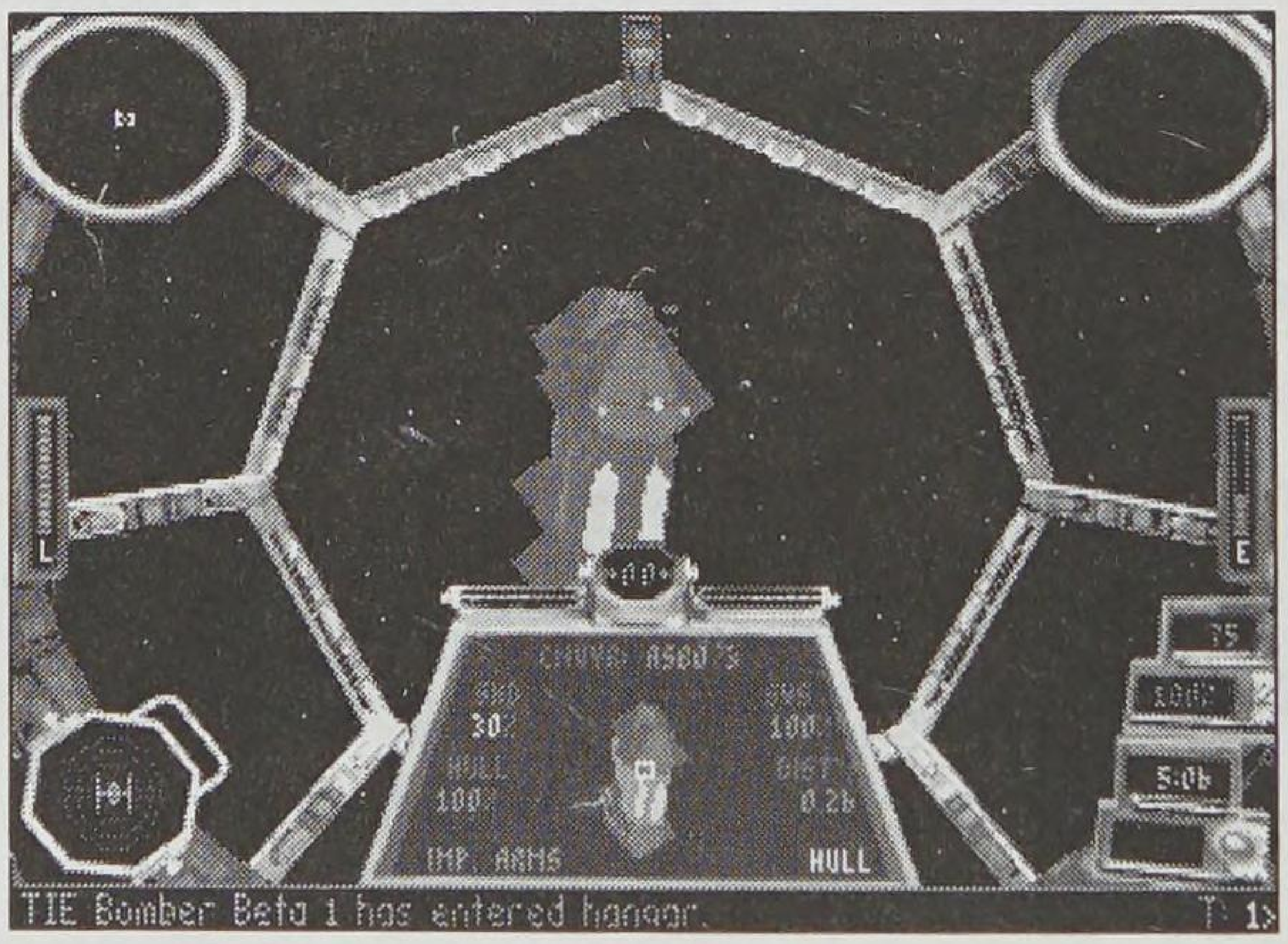


Engine throttle set to full power.

Cranking up to speed after blasting the Y-W.

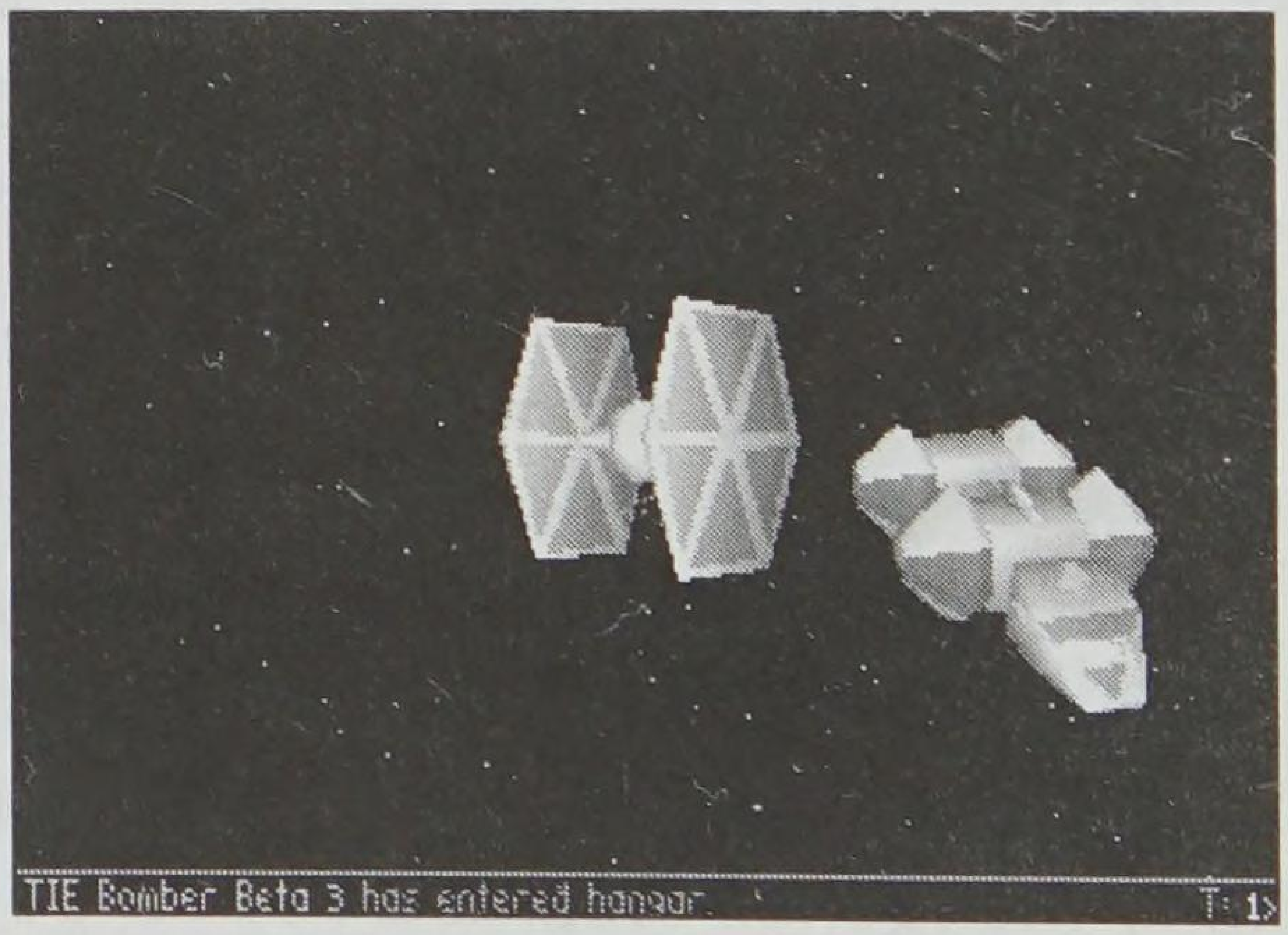
away from the convoy, even be a hotshot and try to take out a gun turret or two. I also realized that doing so in a Tie fighter could very well get me killed. I stuck to my primary mission, and went after Y-wing *Adam 1*, but I took a few potshots at the corvette just to distract its gunners.

My secondary goal was to inspect the convoy, but first I put my lasers on full recharge and closed in on Y-W *Adam 1*. I noticed that the convoy had an escort of *Lambda*-class shuttles. A message came through that the cargo ferry *Mangonel* was destroyed. I got *Adam 1* and then went after *Baker 2*. Once I had taken care of *Baker 2*, I checked the convoy's condition and saved Asbo 1 to memory location F6. About this time, a Calamari light cruiser entered the area, but it was 11 klicks away, too far to be a factor.



TIE Bomber Beta 1 has entered hangar.

Checking out *Asbo 3*.



TIE Bomber Beta 3 has entered hangar.

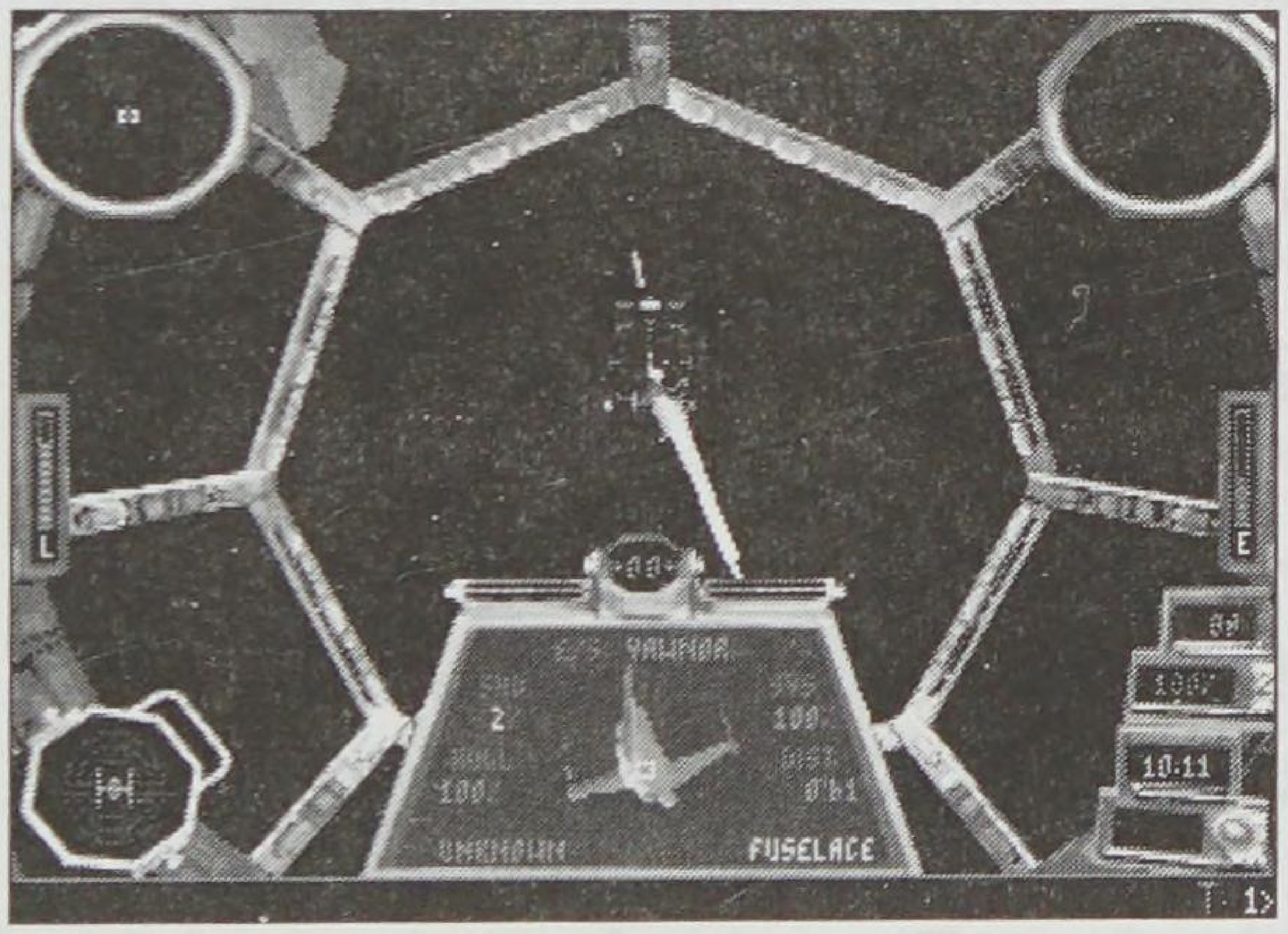
Another view of *Asbo 3*

I swung into the convoy and performed an inspection run on all three ships. I found munitions in two of them, but *Asbo 3* contained Imperial arms. These guys shouldn't have anything like that on board, so I signalled in. Time to send out some boarding craft. Sure enough, TRNs *Epsilon 1* entered the scene. I saved *Epsilon 1* in memory location F7 and went after more of the Dimok marauders.

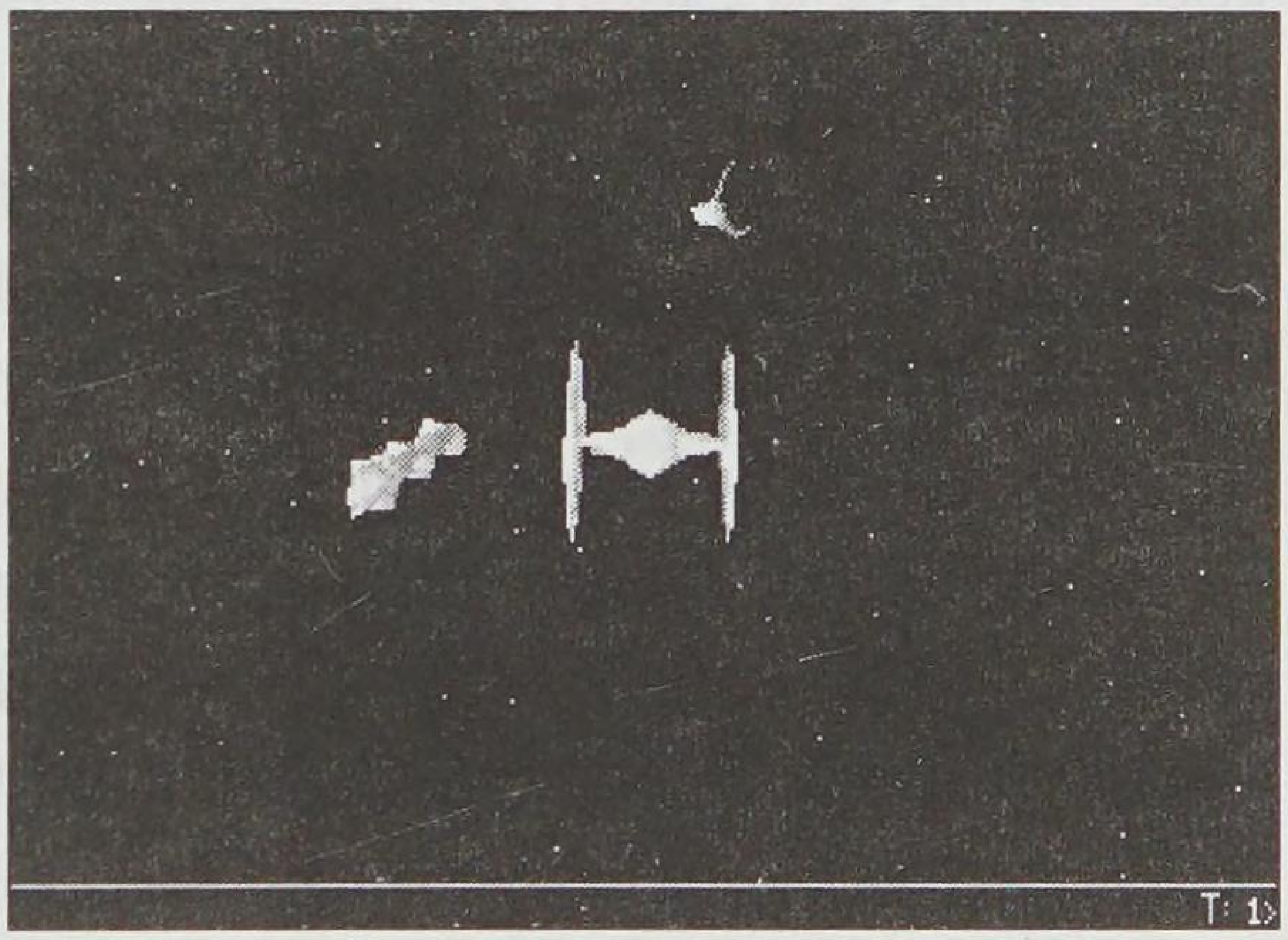
Y-wing *Charlie 1* was closest, so I put my lasers back to full recharge and took him out. About this time, the Dimoks had had enough. They began to withdraw, but I saw no reason to make it easy on them. I kept after their starfighters.

Epsilon 1 was going after *Asbo 3*, and I figured he could use some help. So I blasted the modular conveyor to lower its shields and also to draw fire away from *Epsilon 1*. I took an angle that prevented the other ships in group Asbo from catching me in a crossfire. Once *Asbo 3* was down to zero shields, I went after *Asbo 2*, dodging constantly so I didn't get hit.

I got the message that new craft were coming in and I hit the "U" key to see who had joined the party. There were some escort shuttles coming in, but some of them were under attack already. One seemed to get away — E/S *Yawnor.* I figured I'd go after him after checking to see that the transports were all right. I was careful not to try a head-on pass at the Yawnor, however, and came around carefully to shoot him from the side or to jink into shooting position, then dodge again. To a TIE fighter, an escort shuttle can be instantly lethal, and I didn't have to take him out as long as I could prevent him from interfering with the boarding operations.



Approaching the *Yawnor.*



Ripoblus reinforcements.

Finally, when all boarding operations were complete, I headed home. Somebody joked that I should have taken out the Lt. cruiser *Falaricae.* The terrible thing is, I had thought about it.

Debriefing

Primary Goals: Destroy 25% of the Dimok craft.
    At least one modular conveyor of group Asbo must survive.
Secondary Goals: Inspect all of modular conveyor Asbo.
Bonus Goals: Transport *Epsilon 1* must complete its mission for 500 pts.
    Transport *Epsilon 2* must complete its mission for 250 pts.
    Calamari light cruiser *Falaricae* must be destroyed for 2000 pts.
    Special (Imp. Arms) modular conveyor Asbo must be captured for 1000 pts.

Maarek wasn't sure what it was. Certainly, there was something bothering him aboard the *Protector*, something gnawing at him. It took him a day or two to identify it. Morale. The crew and other pilots he met here were not happy. The ship was run very strictly, and security was tighter than he had ever seen.

Right after the mission to drive off the Dimoks, Maarek was ordered to report to one of the briefing rooms. On his way there, he happened to get lost, and came to a door that led to another part of the ship. Two navy troopers stood at the door with blaster rifles held ready across their chests. They came to attention as Maarek approached.

"This area's restricted. No admittance without a proper pass."

"Sorry," said Maarek. "I was looking for Briefing Room 14f on deck 20."

The first guard looked suspiciously at Maarek while, out of the corner of his eye, Maarek noticed that the other guard shifted his rifle ever so slightly. "This is deck 19," he said gruffly. He took out a small recording device. "State your name and rank," he ordered.

Puzzled, Maarek complied.

The guard seemed satisfied then. He put the recorder away and ordered Maarek to go about his business.

He found his way to Briefing Room 14f without further incident, but he felt somber and suddenly tired. Perhaps that's why he said what he did.

Here's how it happened. He sat down in a seat in the briefing room. It was empty. He waited perhaps ten minutes. Then an officer appeared. It was Captain Trace, the one whom Harkov had slapped.

The captain walked quickly into the room and pressed a button near the podium. A small table began rising from the floor. The table had two modular chairs attached to it, and the whole apparatus slowly appeared with a high whining sound and a loud click when it had completely emerged. Then Trace motioned for Maarek to come sit, saying, "You're Stele, I believe. Welcome to the VSD *Protector*."

Maarek walked slowly to the strange little table and sat in one of the seats. The captain sat in the other chair so they faced one another.

"Yes, I'm Stele, sir. Is there something wrong?" He'd only been on the ship for a day, and already he was being called in to a special meeting. That most often meant a reprimand, or something worse.

But Trace smiled. It wasn't a big smile. Just a breath of humor on his otherwise stern visage. "Nothing wrong, no, nothing wrong." He said it as if he were trying to convince himself, or at least that was Maarek's impression.

But the captain wasn't finished. "No, I'm just here to indoctrinate you to life aboard the *Protector*." He sounded quite bored.

"Yes, sir," Maarek answered. "I'd appreciate that."

"Would you?" Trace looked a little surprised.

"Well. It does seem a little different here," Maarek answered.

"I've watched your performance in the mission we just completed," the captain said, scratching behind his ear. Then he rubbed his temples with thumb and middle finger, bending his head slightly forward to do so. "You're an able pilot, Stele. You know your way around the cockpit; I'll give you that. But you also went beyond your orders. Why did you do that?"

Instantly, Maarek was wary. What did he say? Did he admit to performing extra tasks for the men in robes? He prevaricated. "I thought it would be helpful, sir. I hope I did nothing wrong . . ."

The captain interrupted him. "Around here, Stele, things are done by the book. We don't do more or less than we're asked. Is that clear?"

"Yes, sir. I will attempt to do my duty, sir."

"Good. You are to stay within your assigned area of the ship. No wandering, exploring, getting lost . . ." He emphasized this last condition. So he had already been informed of Maarek's encounter with the guard. ". . . or asking unnecessary questions. Are we clear?"

Now this is where Maarek's being tired made him say what he would certainly have held in under normal circumstances. "Is that why you asked that strange question at the briefing?" he asked before he knew he'd said it.

Trace's first reaction was to stiffen. Clearly he was about to rebuke Maarek, but suddenly he laughed and slapped the table quite hard. Maarek tried to push away from the table, but his chair was attached.

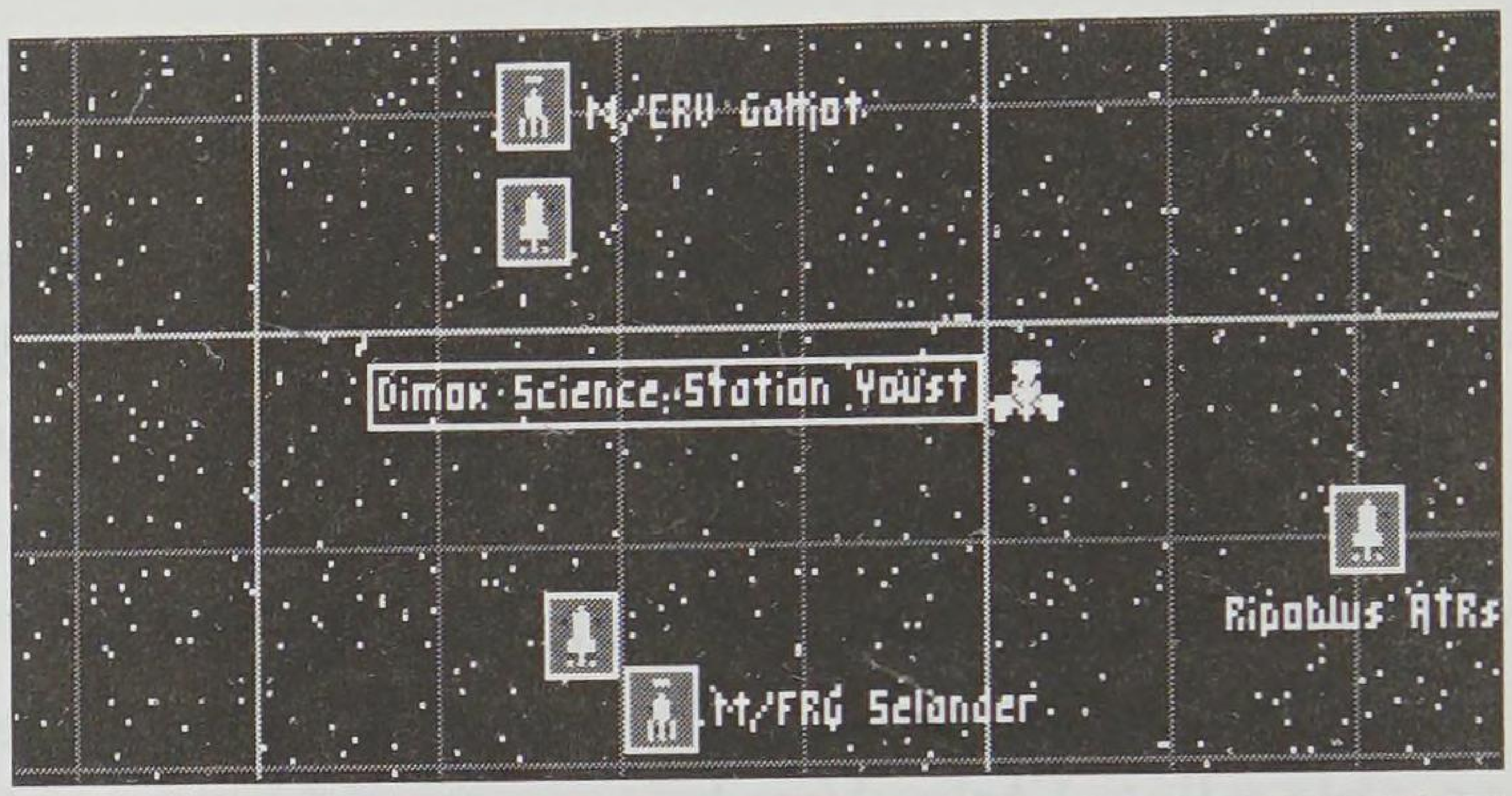
"You're an insolent little pup," Trace said when he had caught his breath. Under control again, he added, "Or a damned fool. I'll be watching to see which. Better watch what you say around here, though, Stele. Humor isn't encouraged. You're dismissed."

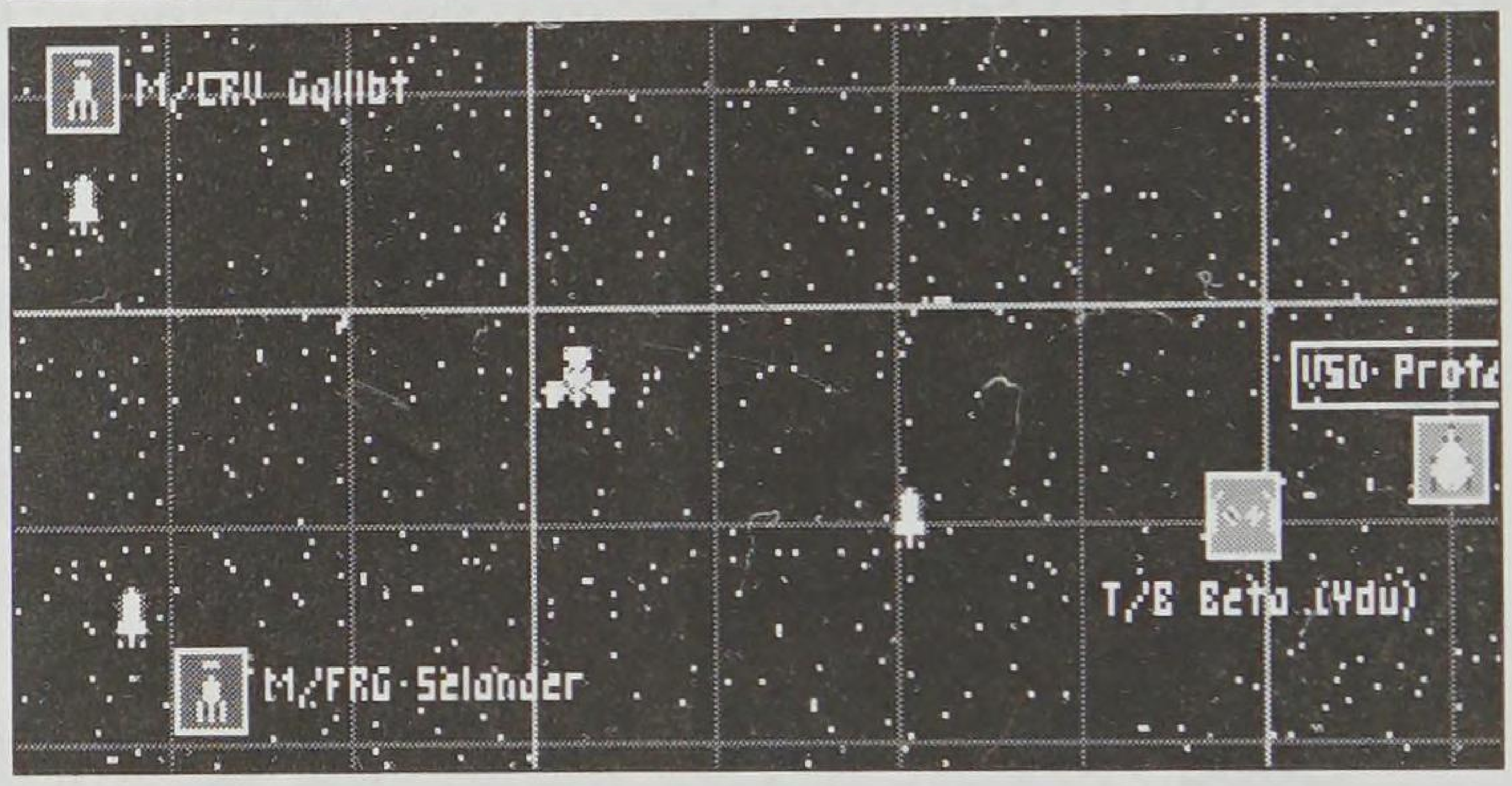
"Thank you, sir," Maarek said, already getting out of his chair.

He was halfway across the room when the captain said in a modulated voice, "A word of advice: Don't let the admiral notice you. You'll be better off that way."

At the time, Maarek had no way of knowing how prophetic a statement that was.

MISSION TWO INTERCEPT ATTACK





Mission Briefing

The Ripoblus' have launched a counter attack against one of the Dimok's installations. The Empire does not want an escalation of this conflict. It is your job to help drive off the Ripoblus forces and show them that we do not favor either side. You will fly as a wingman in a three-ship flight of TIE Bombers. Make sure you deliver a forceful, but not fatal, blow to the Ripoblus forces, and don't allow anything to happen to the Dimoks' installation!

Secret Order

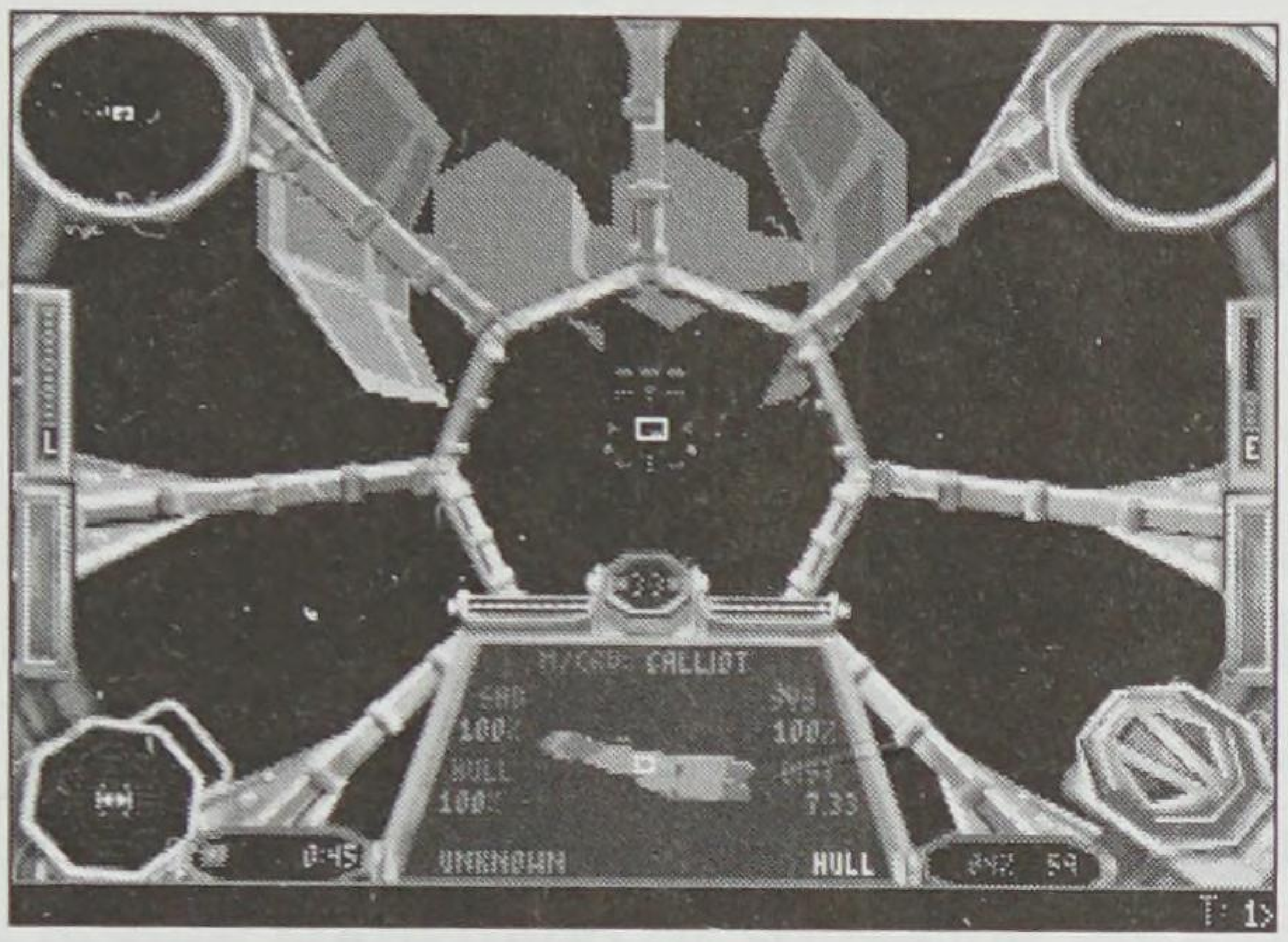
We want you to get a good look at this research station. We're very interested in what's being researched.

Stele's After-Action Report

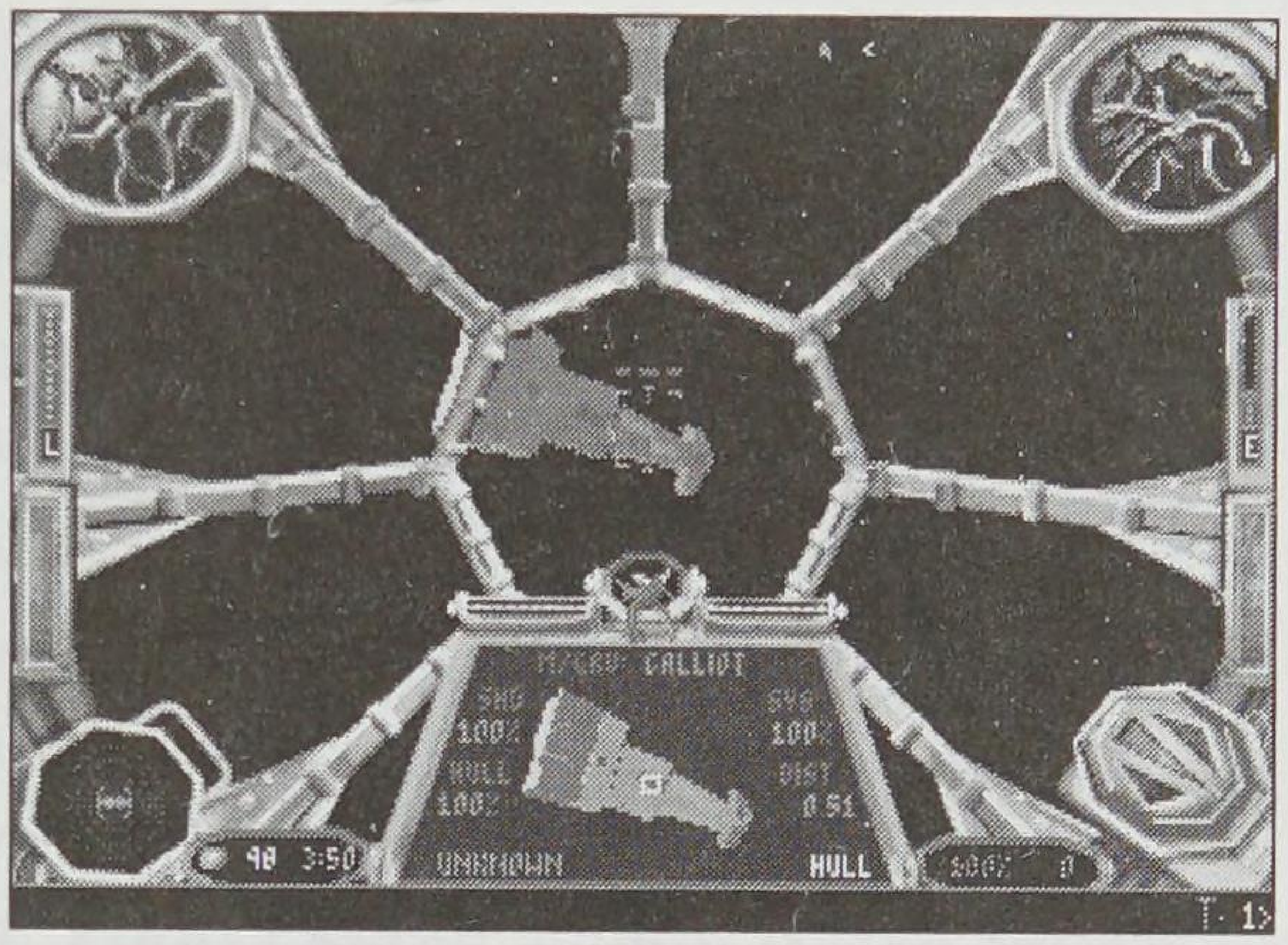
Assault Transport Sabre has been destroyed.

ATR *Sabre* becomes a fireball.

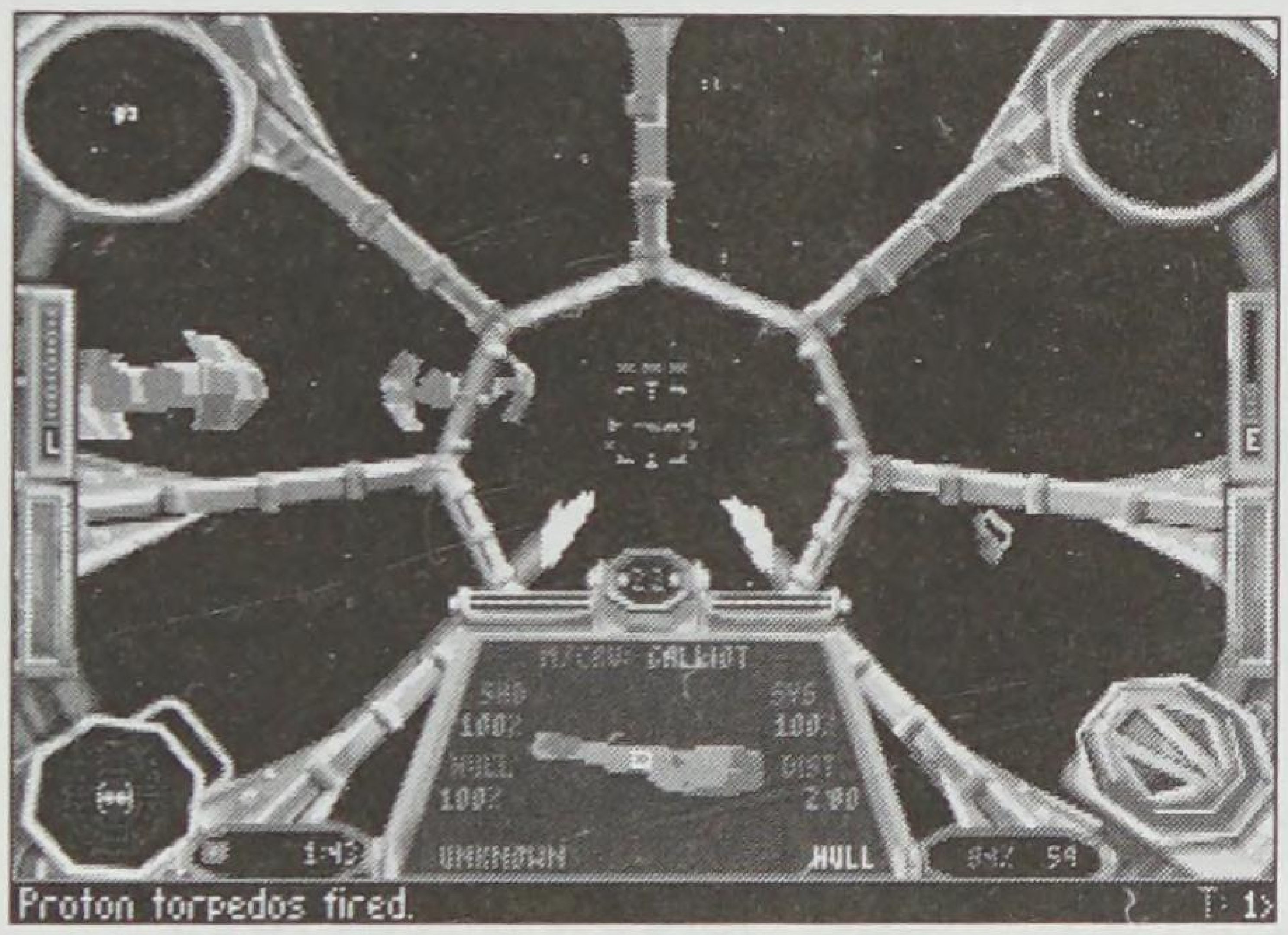
I had the quartermaster load my ship with heavy rockets for this mission. I was sticking with my flight leader and preparing to attack M/CRV *Galliot* when ATR *Sabre* dropped out of hyperspace practically on top of me! I took the *Sabre* out with two heavy rockets. After that, I fired another two heavy rockets at M/CRV *Galliot*, and attacked the M/FRG *Dromon* when it entered the area.


M/CRG: GALLIOT
UNKNOWN
HULL

The *Galliot*

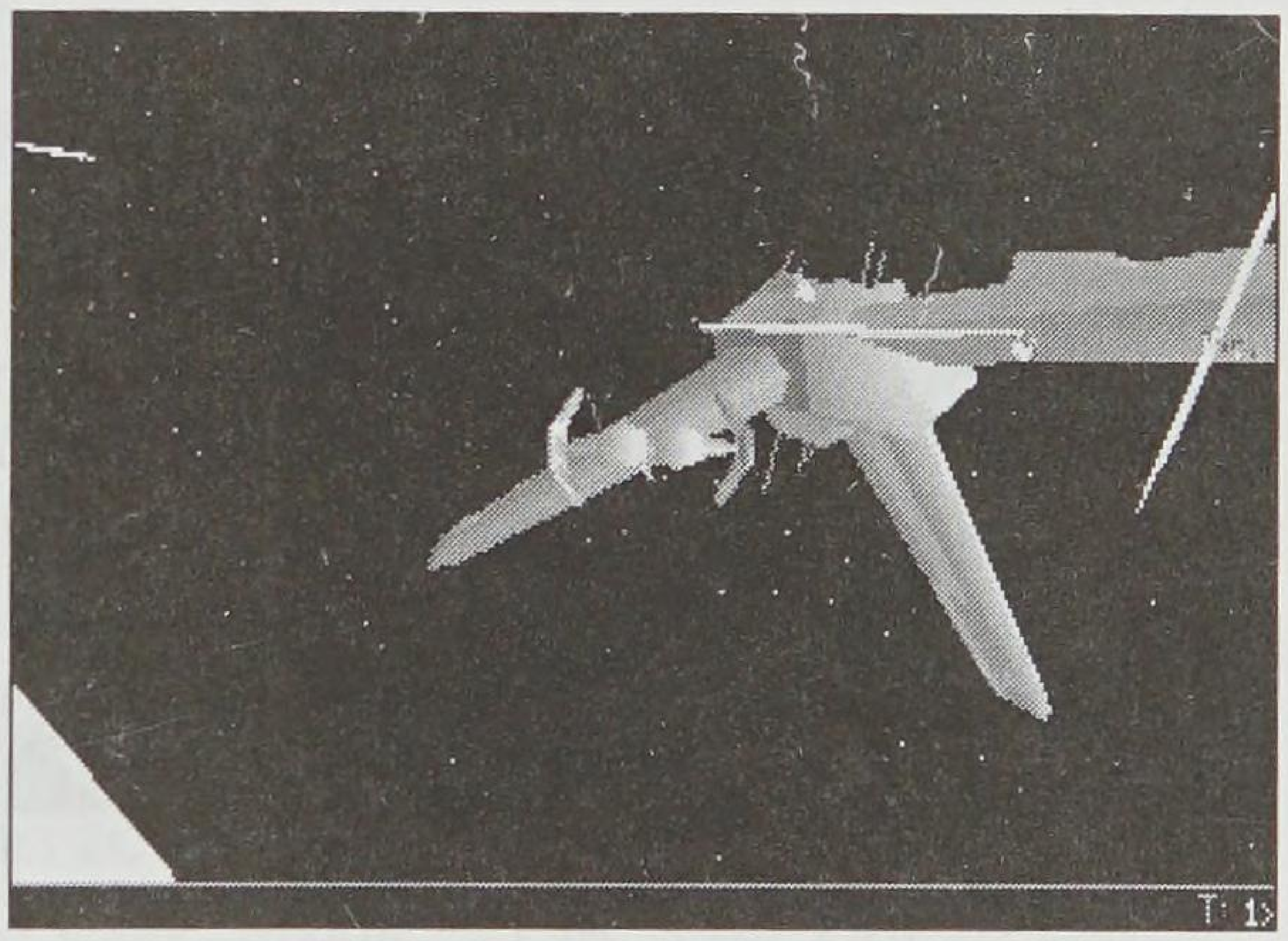

M/CRG: GALLIOT
UNKNOWN
HULL

Targeting the *Galliot.*


M/CRG: GALLIOT
UNKNOWN
HULL

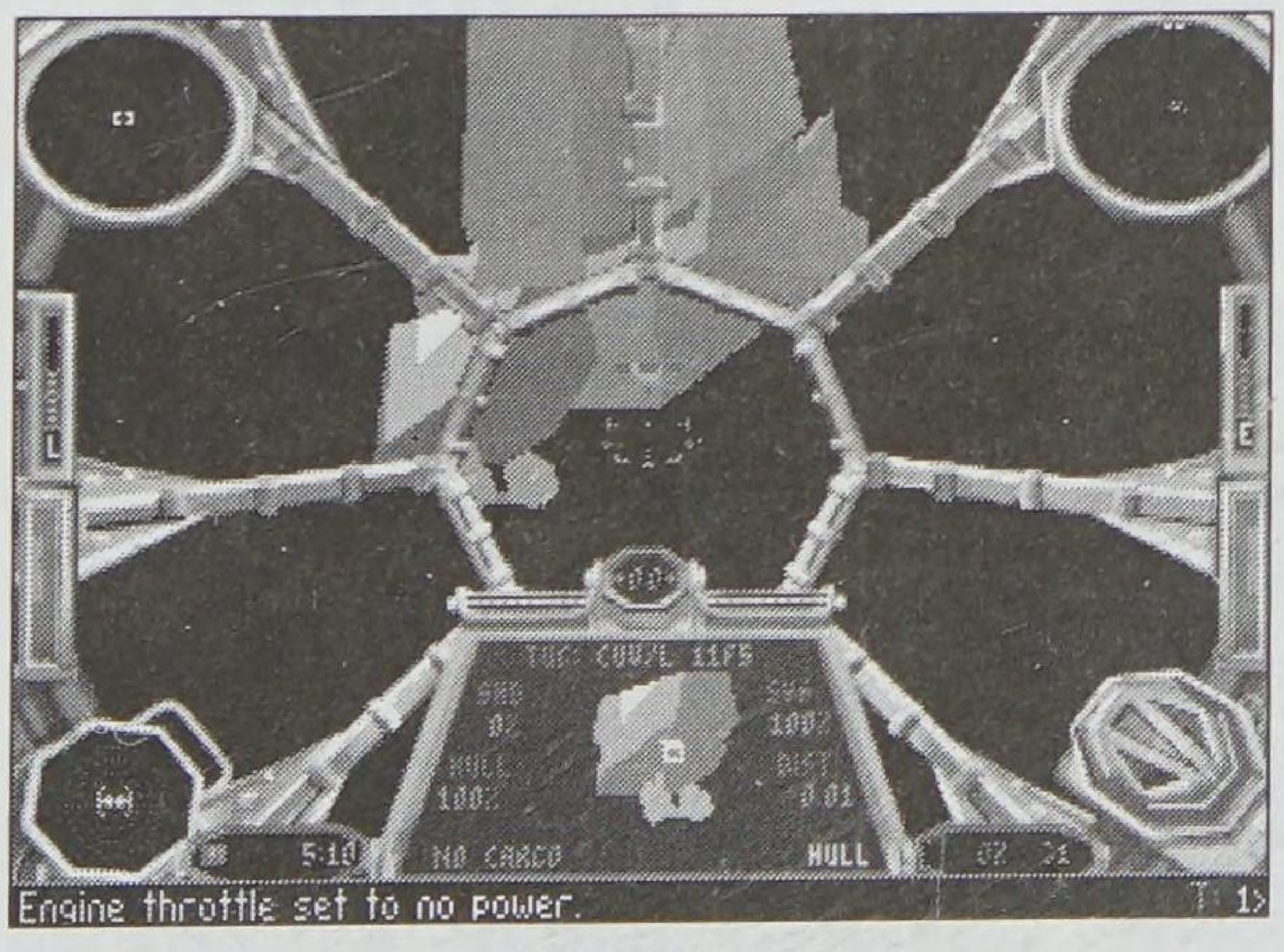
Proton torpedos fired.

Firing on the *Galliot.*



Flying by the FRG.

Then I went full speed back to the *Protector* and called for a reload. I positioned myself below the *Protector* and cut my throttle to zero. From there, I was able to keep my line of fire on the *Dromon.* I kept firing heavy rockets at the frigate until she was destroyed. I figured if I wasn't fast enough, she'd escape into hyperspace.

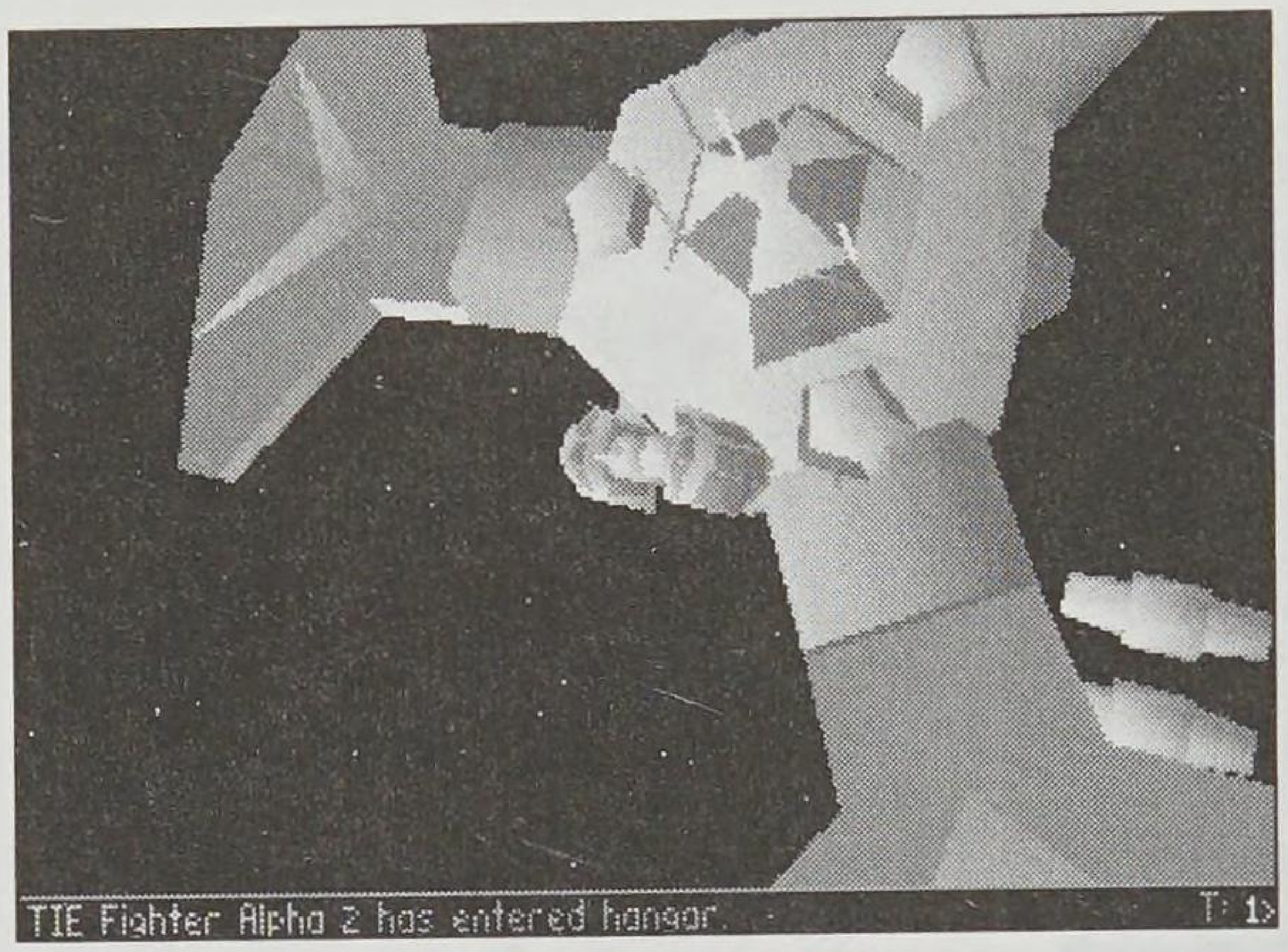

NO CARGO
HULL

Engine throttle set to no power.

Reloading.

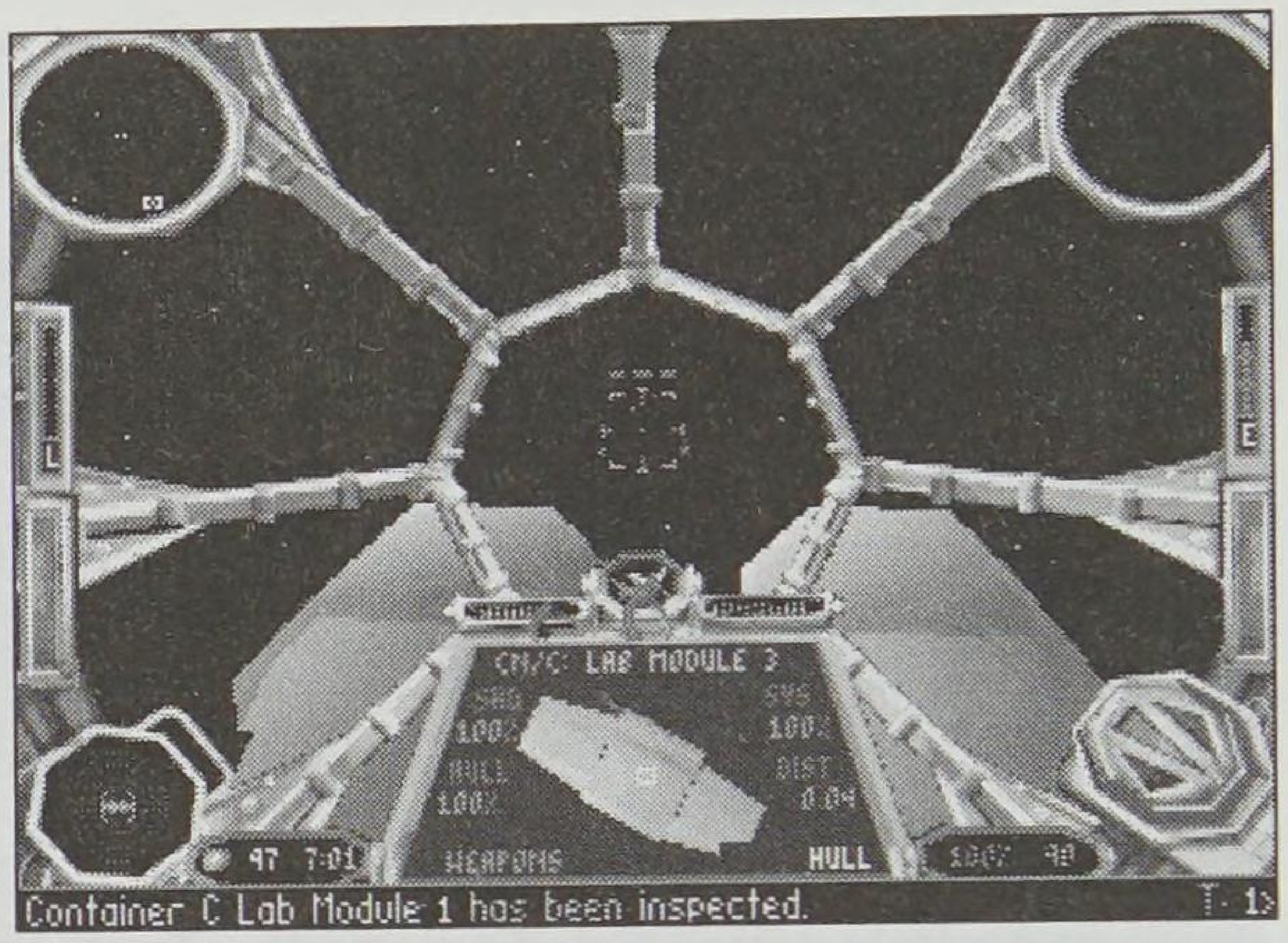
After the loss of their frigate and a few more ATRs, the Dimoks started to withdraw.

After that I flew quickly past the platform to ID all the containers, discovering that one of the Lab Modules contained weapons. I realized that this would be of interest, so I did everything I could to assist transports *Epsilon 1* and *Epsilon 2* in boarding the container



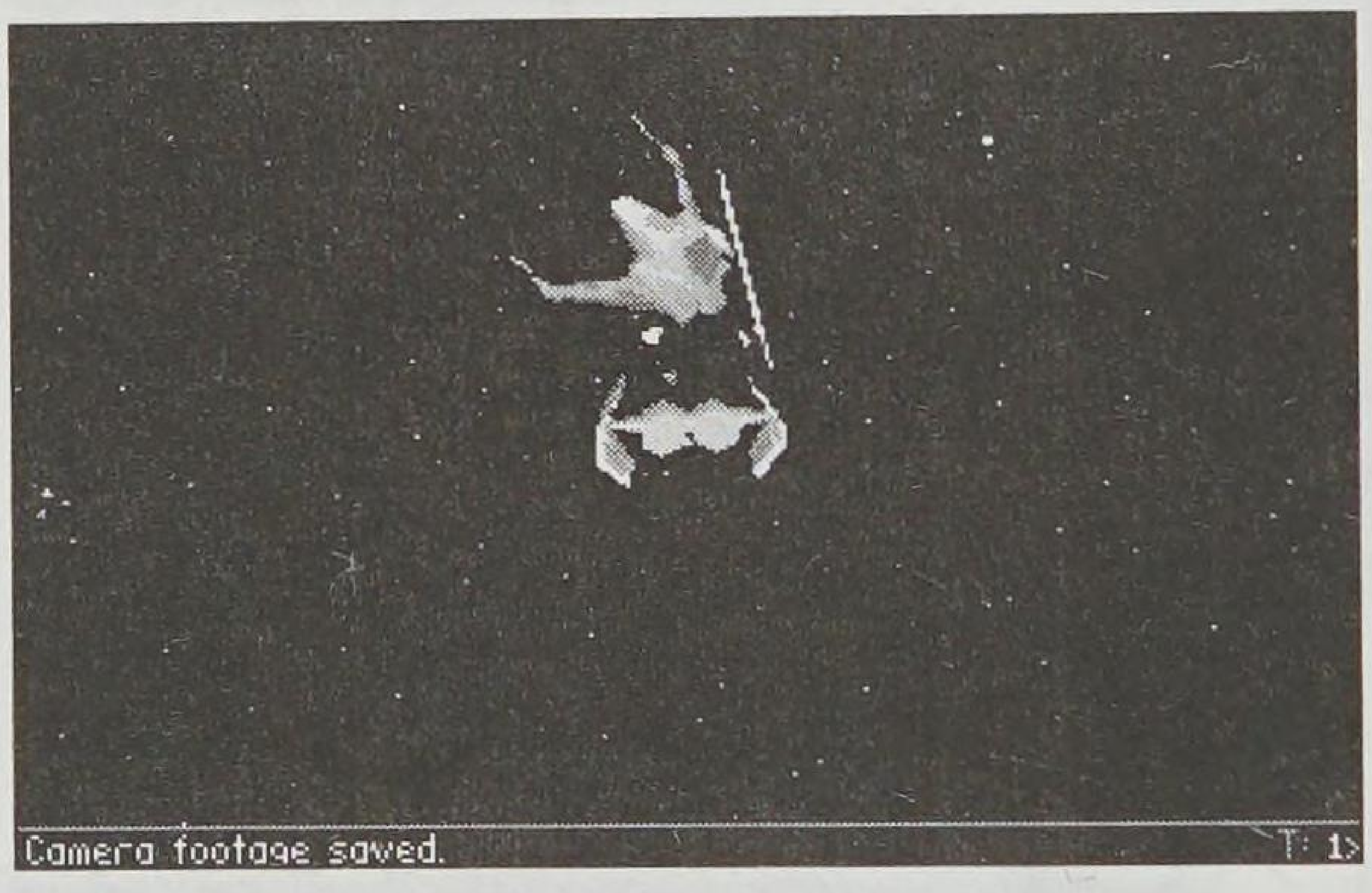
TIE Fighter Alpha 2 has entered hangar.

Flying by the PLT.



Container C Lab Module 1 has been inspected.

Inspecting Lab Module 1.



Camera footage saved.

Coming in on a cargo ferry.

Surveying the battle scene.

and platform Youst. I also managed to inspect SHU *Toten*, which appeared after the transports had completed their boarding operations. It contained a high-ranking officer.

Once the boarding operations were complete, I figured my job was done and returned home.

Debriefing

Primary Goals: 25% of Ripoblus forces must be destroyed.
    Container Lab Module (with weapons) must survive.
    PLT Youst must survive.
Secondary Goals: Inspect Container Lab Module (find weapons).
    Inspect PLT Youst.
Bonus Goals: Inspect SHU *Toten* for 1000 pts.
    TRNs *Epsilon 1* and *Epsilon 2* must complete their missions for 500 pts each.
    Destroy FRG *Dromon* for 2000 pts.
    Container Lab Module (with weapons) must be captured for 500 pts.
    PLT Youst must be captured for 1000 pts.

"Just what did you think you were doing out there?" The captain was clearly angry. He was pacing back and forth, looming over Maarek, who was sitting at the strange little table in the briefing room again. "Didn't I tell you to follow orders and do what you're told?"

Maarek said nothing. He held his hands, palms together, making a little tent of his fingers, and pointed them subtlely in the captain's direction. It was an old gesture from Kuan, his home planet. It was used to ward off conflict.

Captain Trace visibly calmed himself and continued in a more reasonable tone. "I suppose congratulations are in order. You did help us identify and capture something or someone important. I don't know what it is, but senior command seemed happy enough."

Maarek shifted in his seat, but said nothing.

"A word of advice, Stele. Don't be a hero. Just do your job and keep out of trouble." The captain leaned on the table and looked Maarek in the eyes. "I don't know if I'm supposed to punish you or congratulate you."

Maarek smiled at that. "Sir, I know my actions seem undisciplined. I guess I'm just inquisitive by nature."

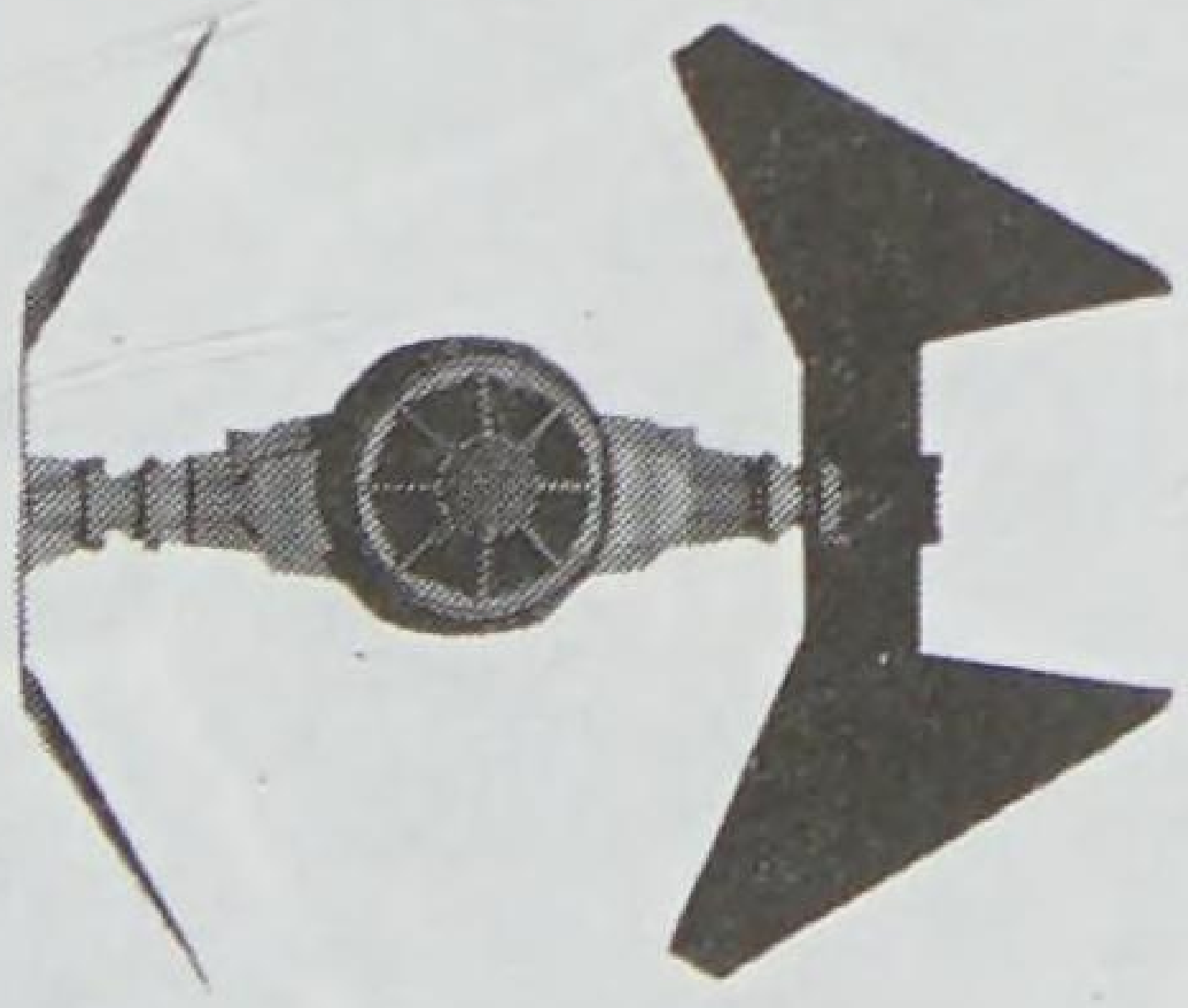
Trace mulled over this statement for moment. "I think there's a proverb about curiosity killing some creature."

"On Kuan, we say, 'Curiosity killed the rondat . . .' " Maarek offered.

"Don't be a rondat, then," the captain said, finally. "OK. Get out of here. You're dismissed."

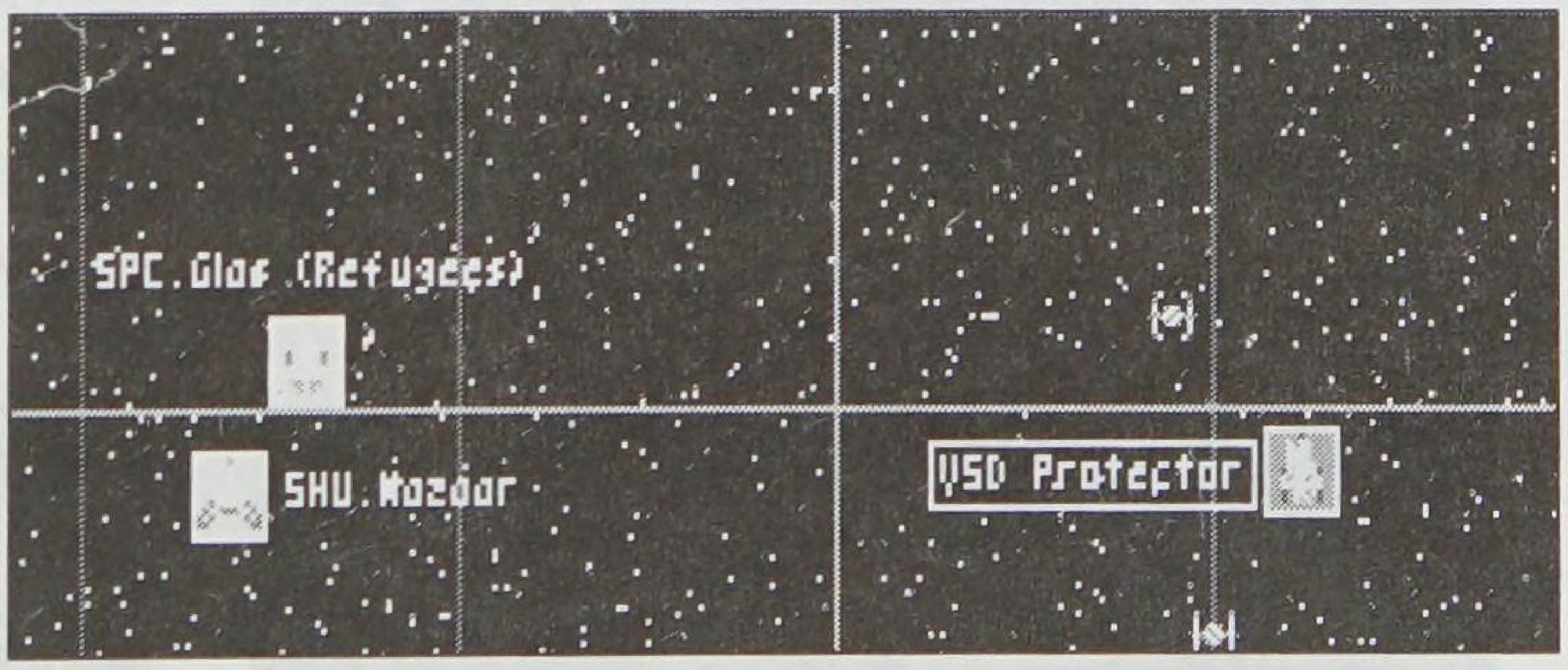
. . . and satisfaction brought him back, thought Maarek as he left the room.

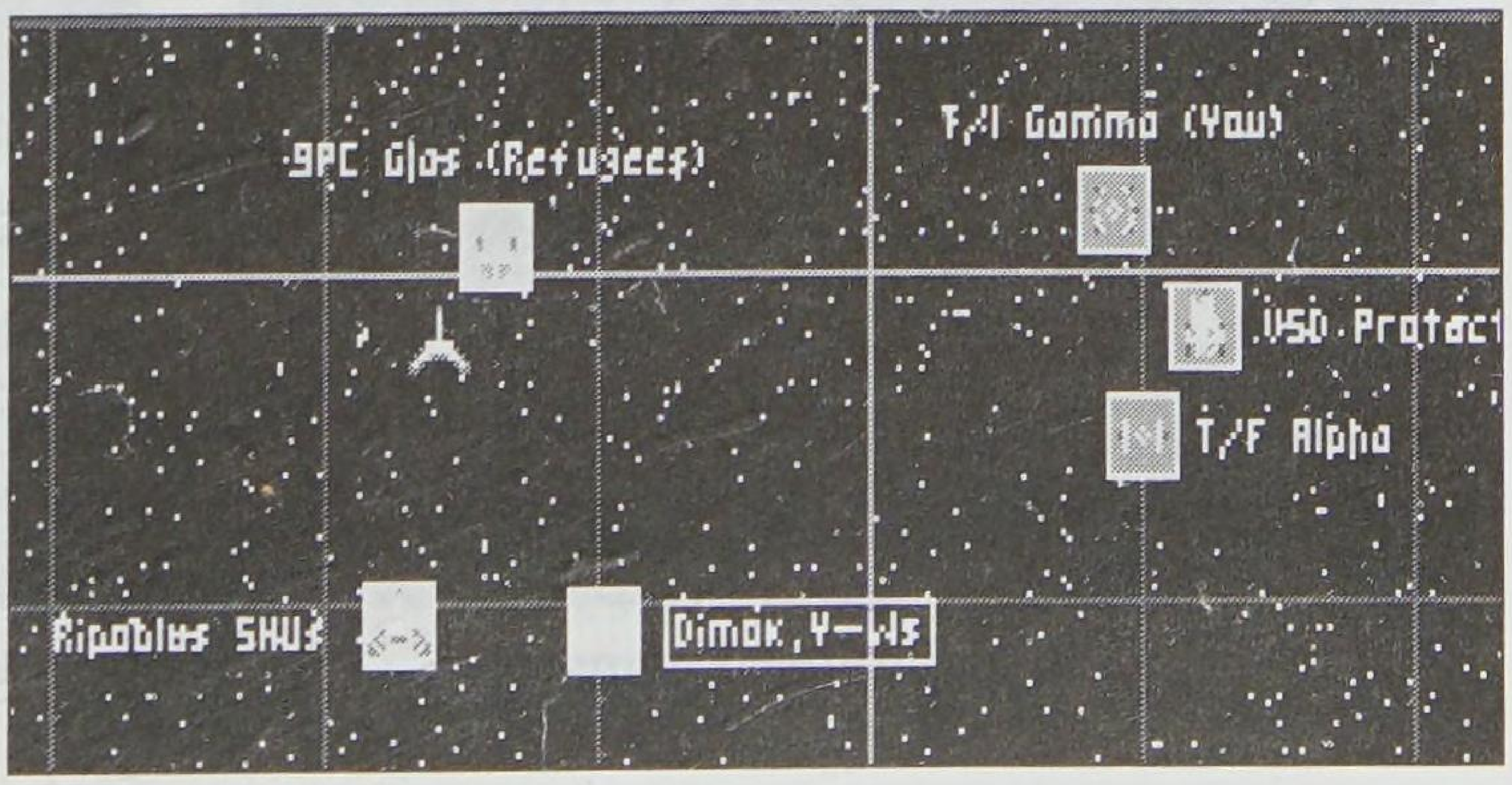
MISSION THREE: RESCUE WAR REFUGEES



Mission Briefing

There are those who wish to escape the conflict between

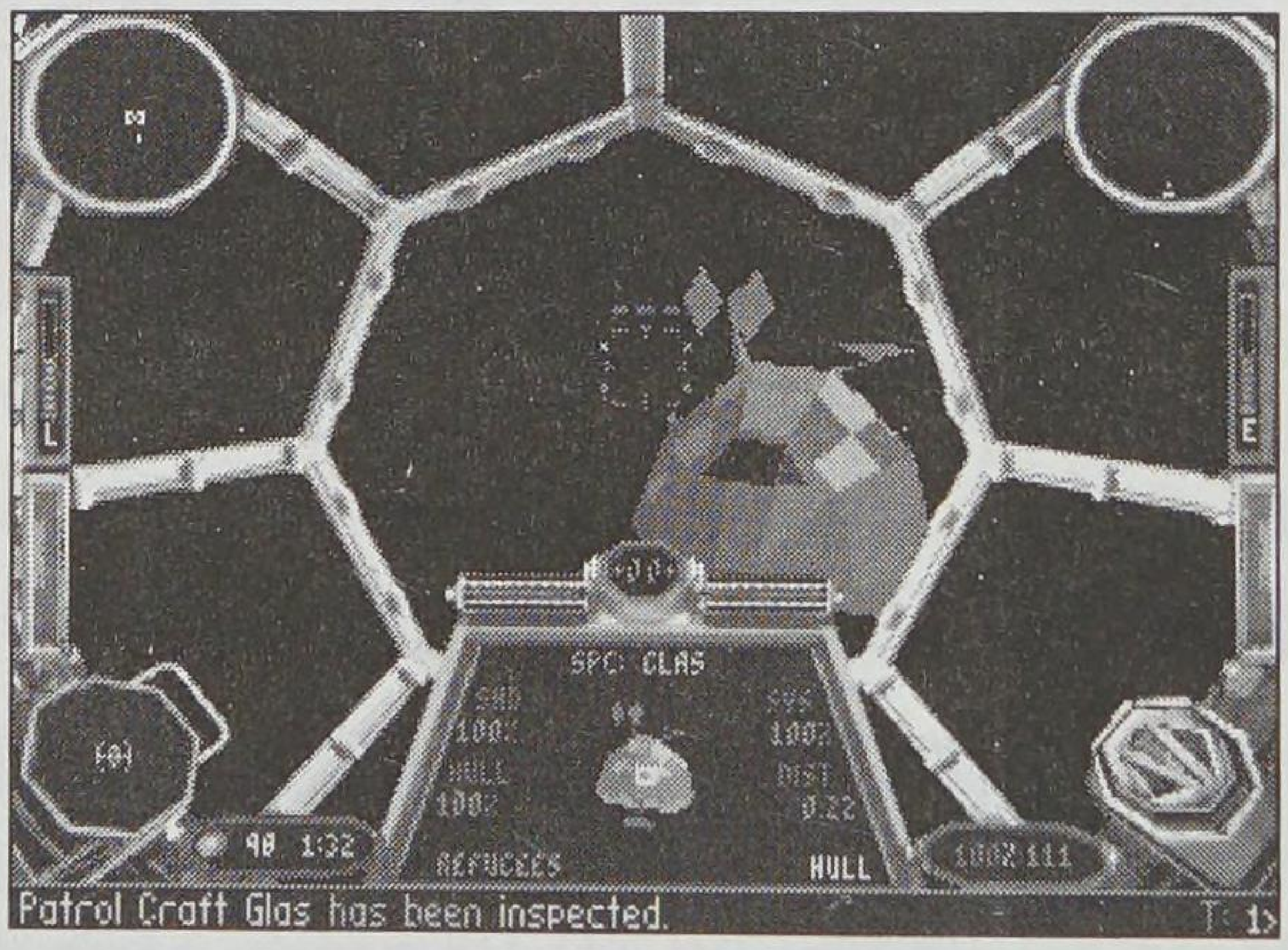




the two worlds of the Sepan system. A group of Ripoblus scientists have hijacked a patrol craft and a couple of shuttles. They are seeking asylum. It is the Emperor's directive that we bring peace to this system, and helping the scientists to a safe haven is our duty. You will fly as the wingman in a three-ship flight of TIE Interceptors in Gamma group. Protect the escaping craft from reprisals by the Ripoblus government. Keep your eyes open for Dimok raiders as well.

Stele's After-Action Report

I headed straight toward the SPC *Glas*. It had no hyperdrive and would have to make it safely to the *Protector* if the refugees were to survive. I checked the in-flight map screen and saw that the enemy craft were about 6-7 klicks away while the refugees were at about 13. I selected each craft in turn, zooming in and out as necessary, then used memory locations Shift F5, F6 and F7 to lock the locations of Nazaar 1, Nazaar 2 and the *Glas* into the on-board computer's memory. I also set the *Protector* in a memory location.



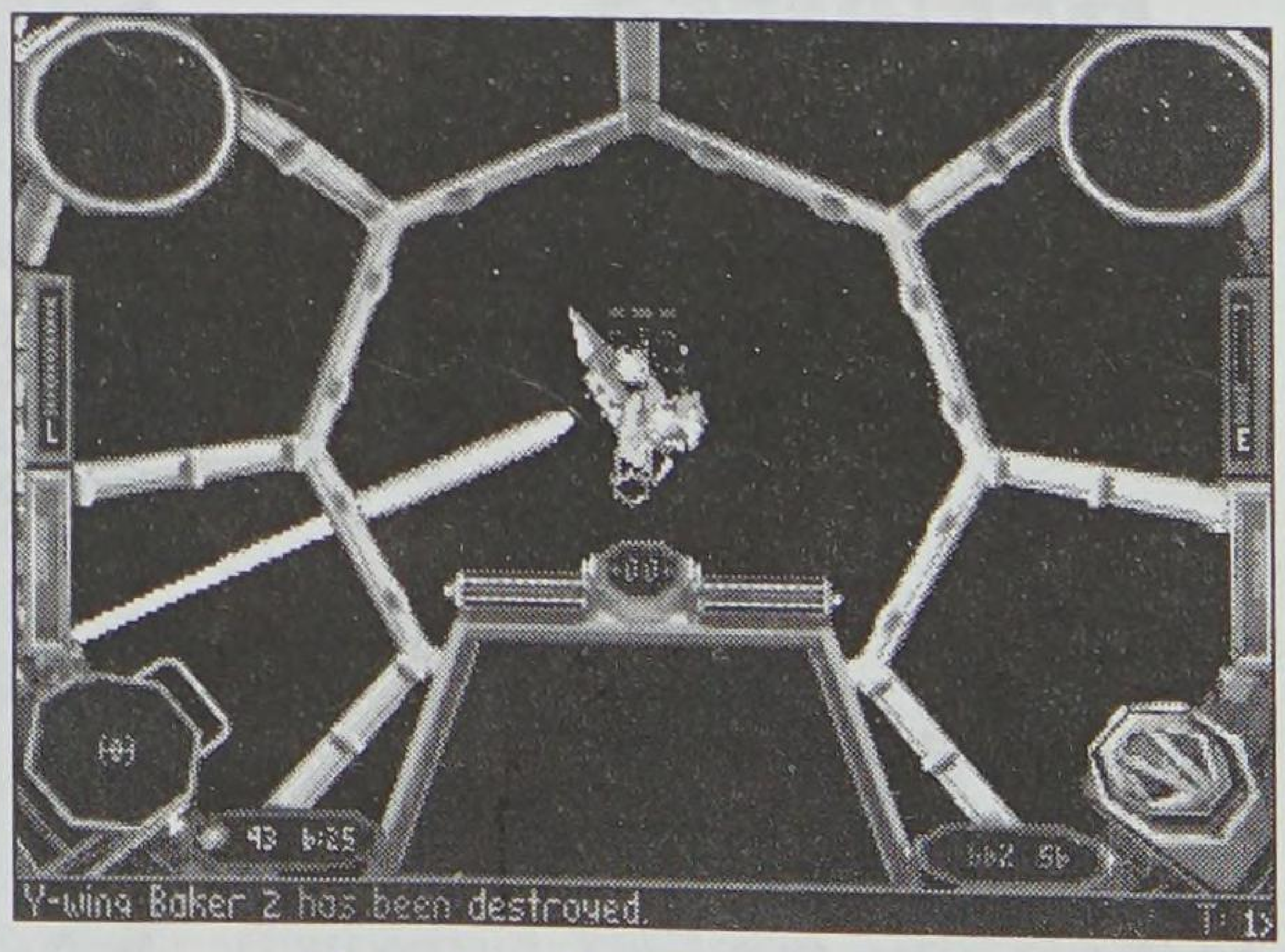
Patrol Craft Glas has been inspected.

Inspecting the *Glas*.

I realized that speed was essential. I couldn't leave the *Glas* unprotected, so I cut the laser recharge rate to zero and headed out at full throttle, targeting the attacking Y-wing group Able and instructing my wingmen to attack Able as well. When I was about 1-2 kilometers away from the *Glas*, I started re-energizing the lasers at 1 above normal maintenance level.

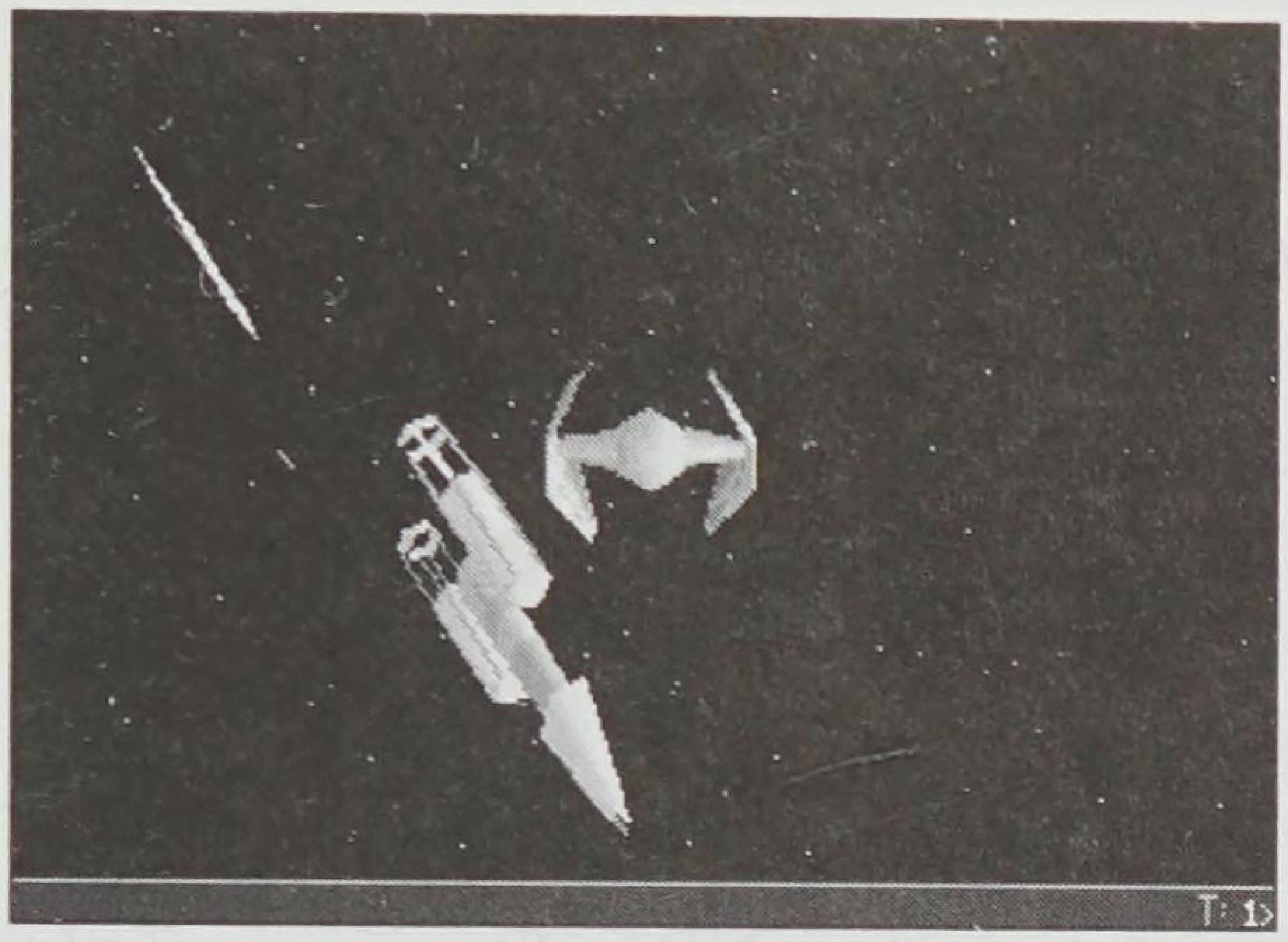
Y-wing Able 1 has been destroyed.

Going after the Y-wings.

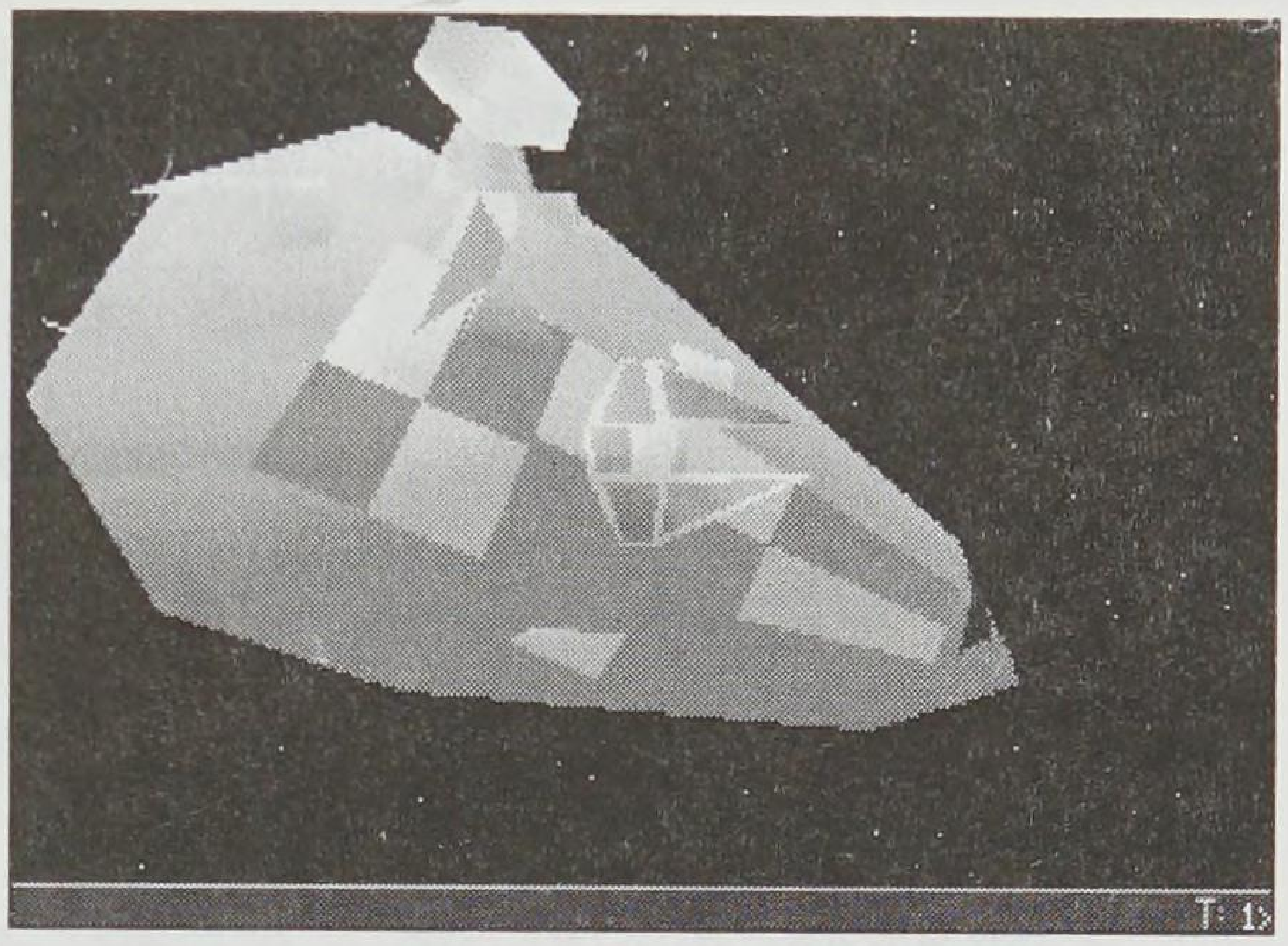


Y-wing Baker 2 has been destroyed.

Shooting Y-wing *Baker 2.*



This Y-wing is in trouble.



Escorting the *Glas*.

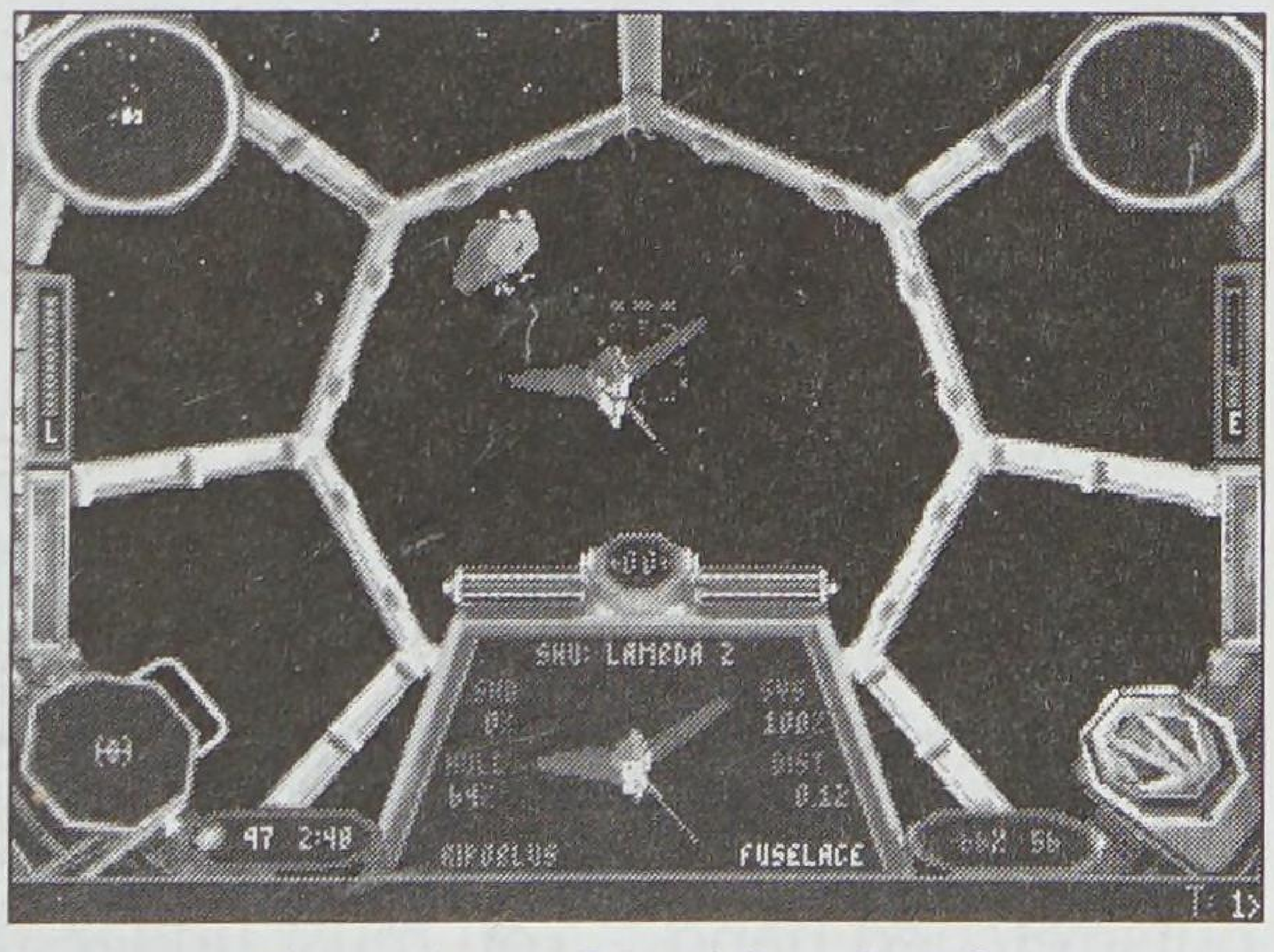
Then I pressed the "R" key and targeted the closest group of Y-wings instructing my wingmen to attack one Y-wing while I attacked another. A few quick shots in single-fire mode helped break up the Y-wings' formation, then it was a dogfight. I went after the Y-wings, but was very careful not to hit the *Glas* by mistake.

Once I was into the dogfight, I put lasers on full recharge and adjusted speed as the situation warranted. I would cut to 1/3 as I came on to a Y-wing, then 2/3 throttle when I was on his tail. When I'd finished him, I went back to full throttle until I had caught up with another target.

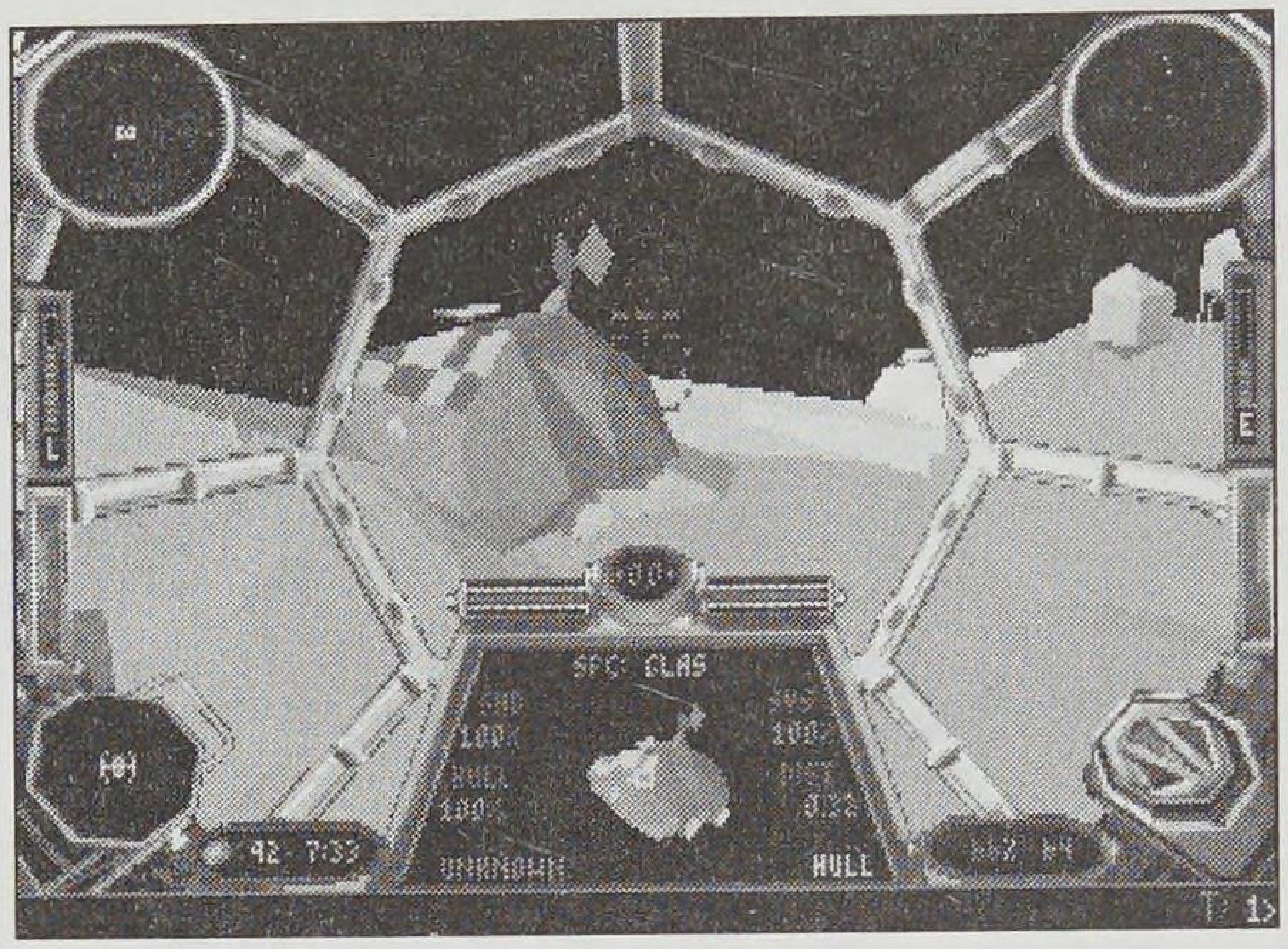
I listened for any message indicating that the mission critical craft were being attacked, in particular the SPC *Glas*. (I knew if I got such a message, I would have to break off whatever attack I was on, find the endangered craft, and take care of the attacker.) During the dogfight, I made sure I didn't get drawn too far away from the *Glas*, and I concentrated on any enemy craft that attacked it.

After finishing the Y-wings, I went after the Lambda group shuttles, which also posed a threat to the convoy. Word of advice to anyone reading this. Don't be too close when one of those babies blows up. The shrapnel can be lethal!

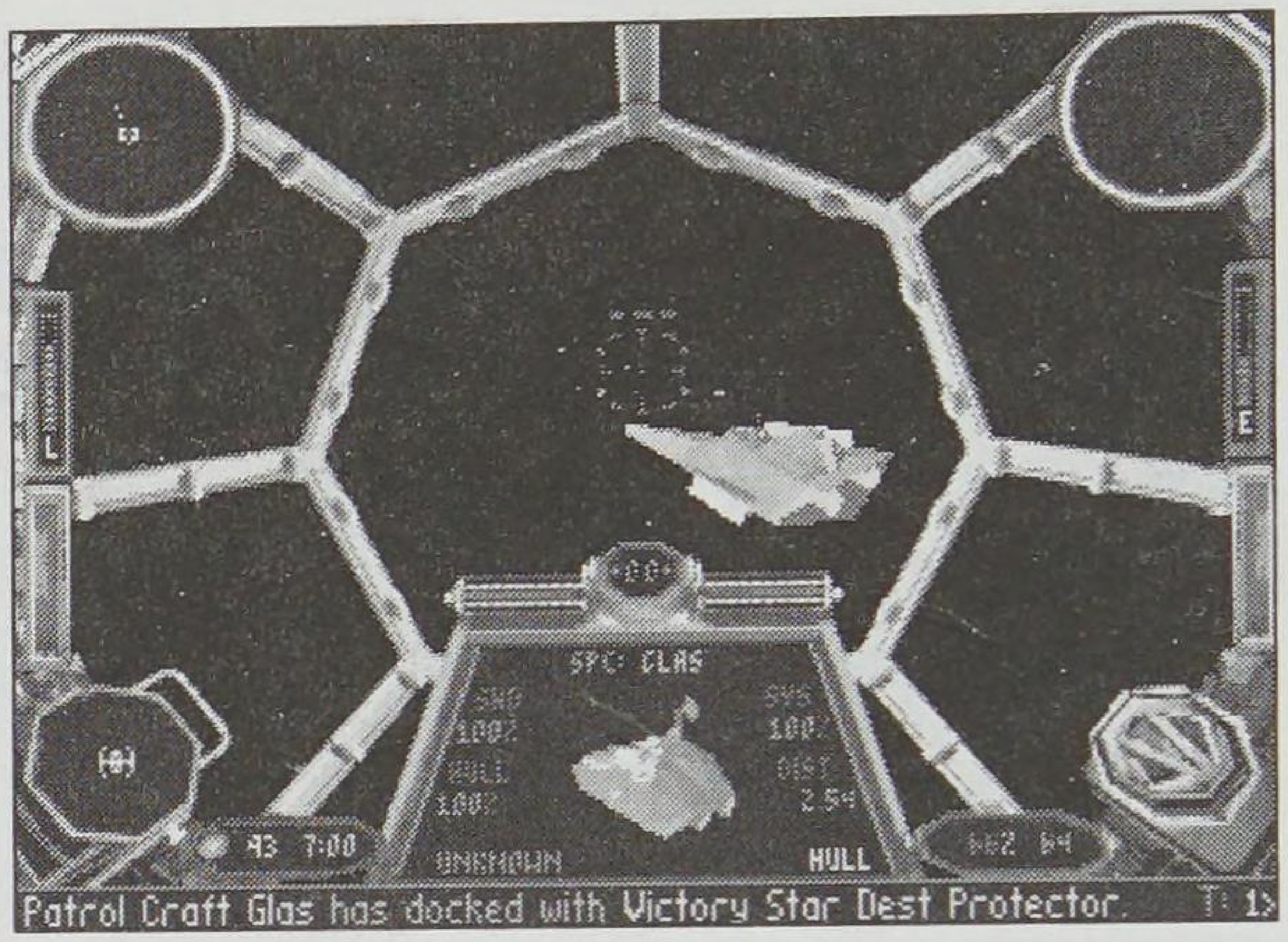
Now the Dimoks came to make trouble in Y-wings and shuttles. I went after the Y-wings of Baker group first. Then I went after the shuttles of Sigma group, and another Lambda group. I checked



Targeting a Ripoblus shuttle.



The *Glas* in its final approach.



Patrol Craft Glas has docked with Victory Star Dest Protector.

The refugees are safe.

the condition of the mission critical craft and found that *Naazar 1* had taken a lot of hits. I decided to stick close to Naazar 1 until it was safe inside the hangar.

When the *Glas* finally docked, and then then *Naazar 1* and *Naazar 2* entered the hangar, I thought my mission was done, but four escort shuttles designated Typhon showed up and went after the *Glas*, even though she was empty now, and on autopilot. I decided to take care of them. Since I had no missiles, I used my speed to stay away from them, coming in to attack and then getting away again. My wingmen were also attacking the escort shuttles. I considered heading back toward the *Protector* to use its guns to deter the escort shuttles, though I was a little worried I might hit the *Protector* by mistake. Star Destroyer gunners don't like you taking shots at their ship, even if you are on the same side. Finally, when the escort shuttles were all destroyed, I headed back to the *Protector* and back to the hangar. I received a promotion to lieutenant when this mission was completed.

Debriefing

Primary Goals: Patrol Craft *Glas* must complete docking operations.
Bonus Goals: Destroy all of escort shuttle group Typhon for 2000 pts.
All of SHU Nazaar must complete its mission for 2500 pts.

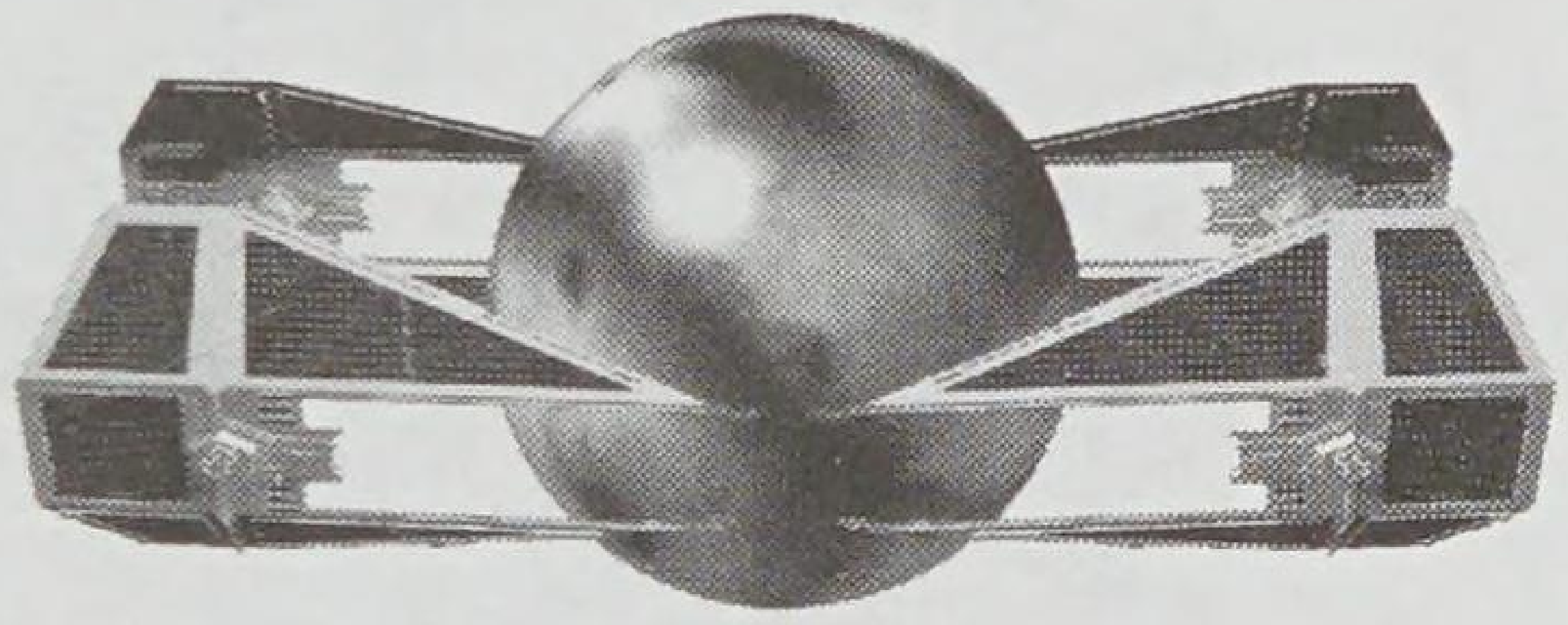
Harkov sat behind a large desk. The visitor stood. Angrily, Harkov held up a small holo disk, saying, "This is unacceptable. Go tell your masters that it's pay in advance. Tell them also that they had better keep their mouths shut tight. I think someone's getting suspicious."

The other man nodded and took the holo disk from the admiral's outstretched hand. "You must understand, admiral, that we are at war with Ripoblus. We must have those arms. . ."

Harkov interrupted. "And you will have them. But not before I receive payment in full." The admiral got slowly out of his seat and leaned forward on his desk. "I'm sure the leaders of Ripoblus would be happy to pay in advance for Imperial weapons."

"From what we've seen, they already have a supplier," the other man answered bitterly. "You Imperials think you can do whatever you want. You may be surprised at what happens," the man added.

Harkov's eyes narrowed slightly, but otherwise he betrayed no reaction to the man's statement. "Just see that I get what's due. And don't waste your breath threatening me," he added casually, as if it were a mere annoyance. "There's nothing you or your government can do. Now get out of here."



Elsewhere, Maarek was awakened by a muted hiss — the sound of his doorway opening. It was dark. Only the soft glow of the comlink ready light cast any illumination in the small cabin. Maarek could sense the presence of another in the room, though he heard and saw nothing.

"Stele." The voice was low and insistent.

"Wha— What is it? Who are you?" He scanned the room, his eyes as wide as they could go, trying to make out who was there.

"The Emperor needs your assistance," the voice said again. The tone was sepulchral. Maarek felt his scalp tighten. Something wasn't right.

"I don't know who you are," he said. He reached for the light.

"Do not turn on the light," the voice insisted, but Maarek ignored it. He punched the button by his bunk and the room became bright.

They both blinked a moment as their eyes became accustomed to the sudden illumination. When he could speak again, Maarek said, "Captain Trace."

The captain looked chagrined. "I must have made a mistake."

"What in the world did you think you were doing," Maarek asked. He was shaking, not sure whether he wanted to throttle the man or laugh out loud.

The captain shook his head. "I was sure you were working for the Secret Order. I saw you speaking to one of them before."

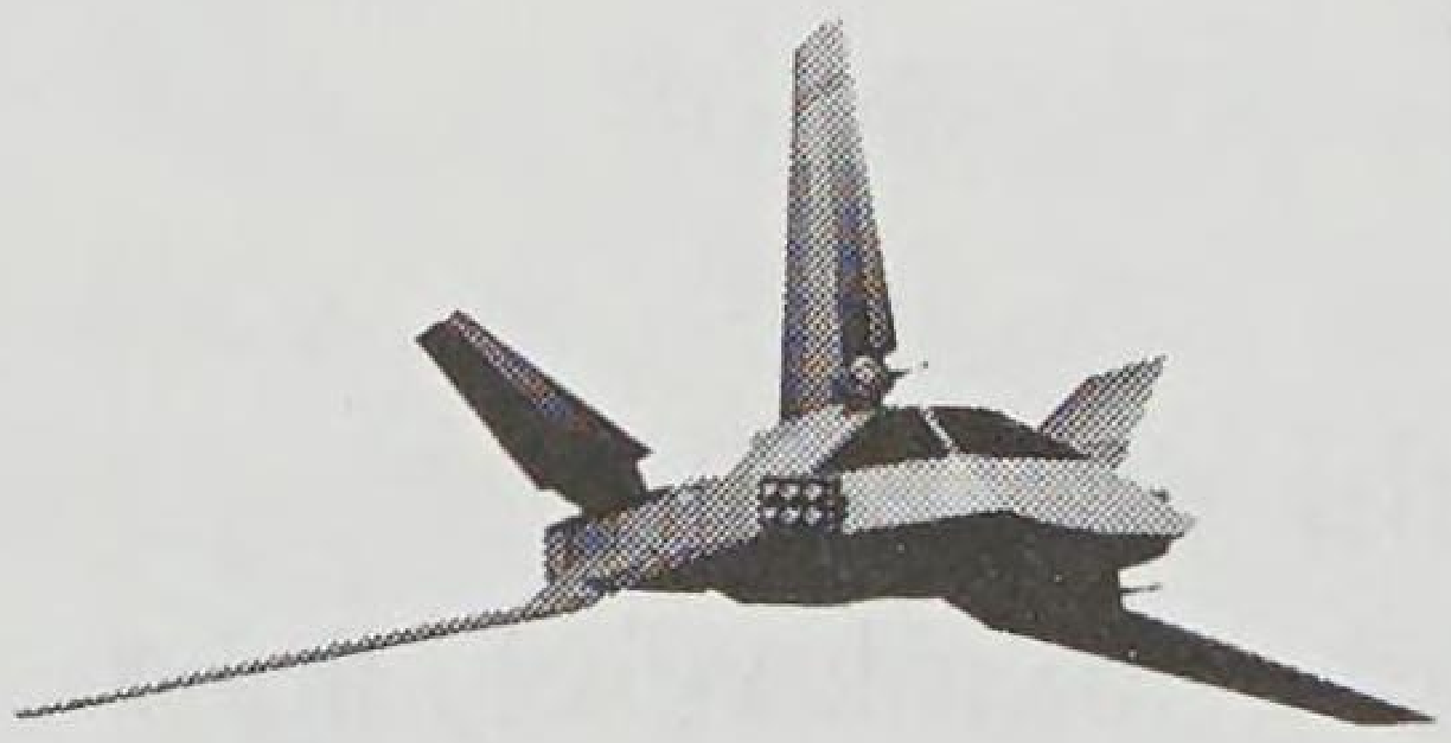
Maarek studied the man. He had suspected from the beginning that there was something unusual about him. "Why does that interest you, Captain?" Maarek asked.

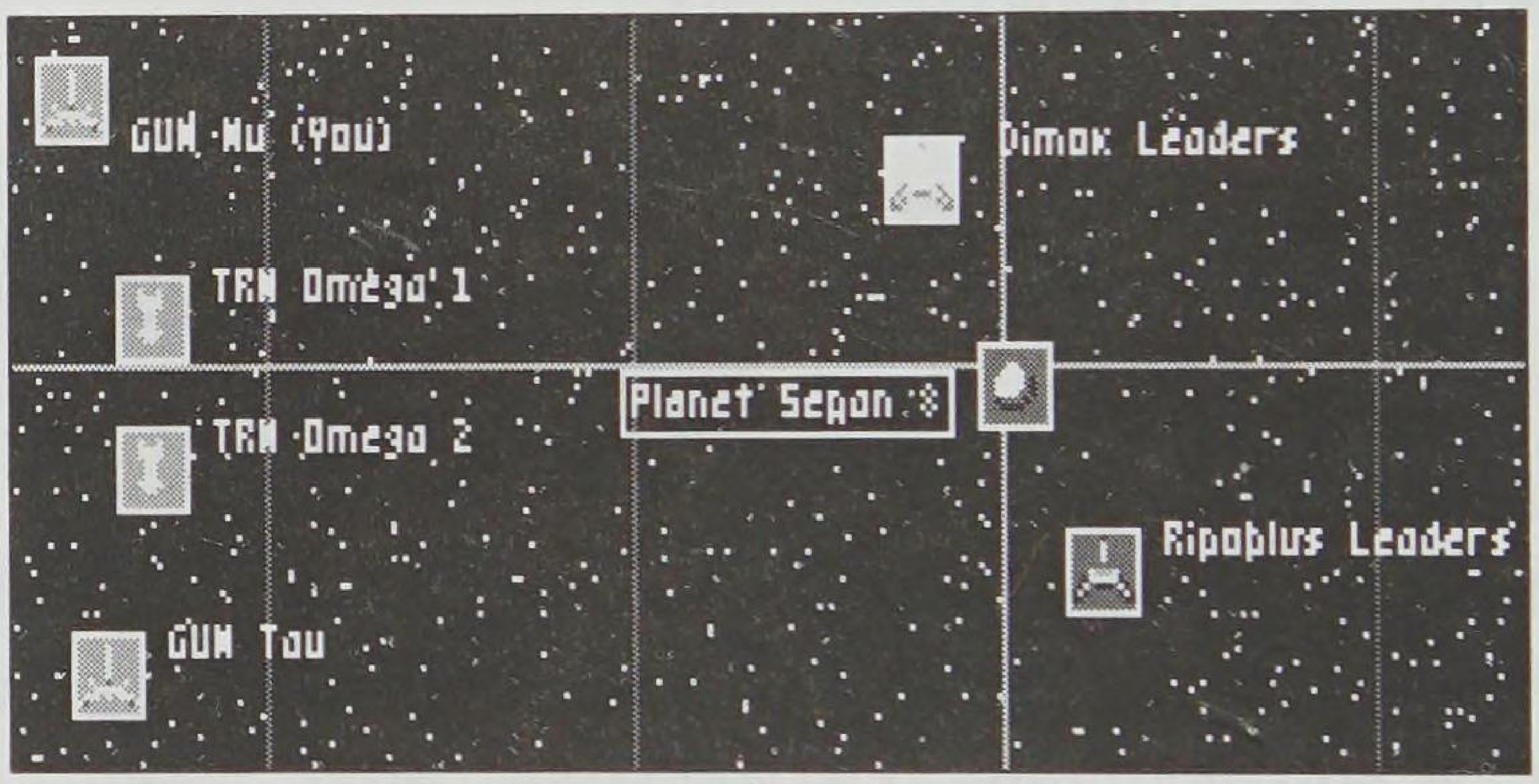
Trace scrutinized the bleary-eyed Maarek closely for a moment, clearly considering speaking. Then he shook his head, obviously thinking better of saying anything more. "This meeting never happened," he said.

Maarek nodded. "Whatever you say, Captain," he replied.

After Captain Trace had gone, Maarek lay awake for hours, thinking about the captain, the Order, Harkov, Mordon . . . And when he slept, his dreams were confused and full of strange images. Through it all, the Emperor loomed, his voice filling Maarek, not for the first time, nor the last. "You are mine . . ."

Mission Four: Capture Enemies





Mission Briefing

Imperial intelligence has discovered that the leaders of Ripoblus and Dimok are planning a deep space rendezvous near Sepan 8. You will fly as a wingman in a four-ship flight of Assault Gunboats. Your mission is to provide escort for the Stormtrooper transports that will attempt to board the leaders' shuttles. Your primary assignment is to TRN *Omega 1*. Be on the lookout for ships of both sides, particularly the escort shuttles from Ripoblus.

Secret Order

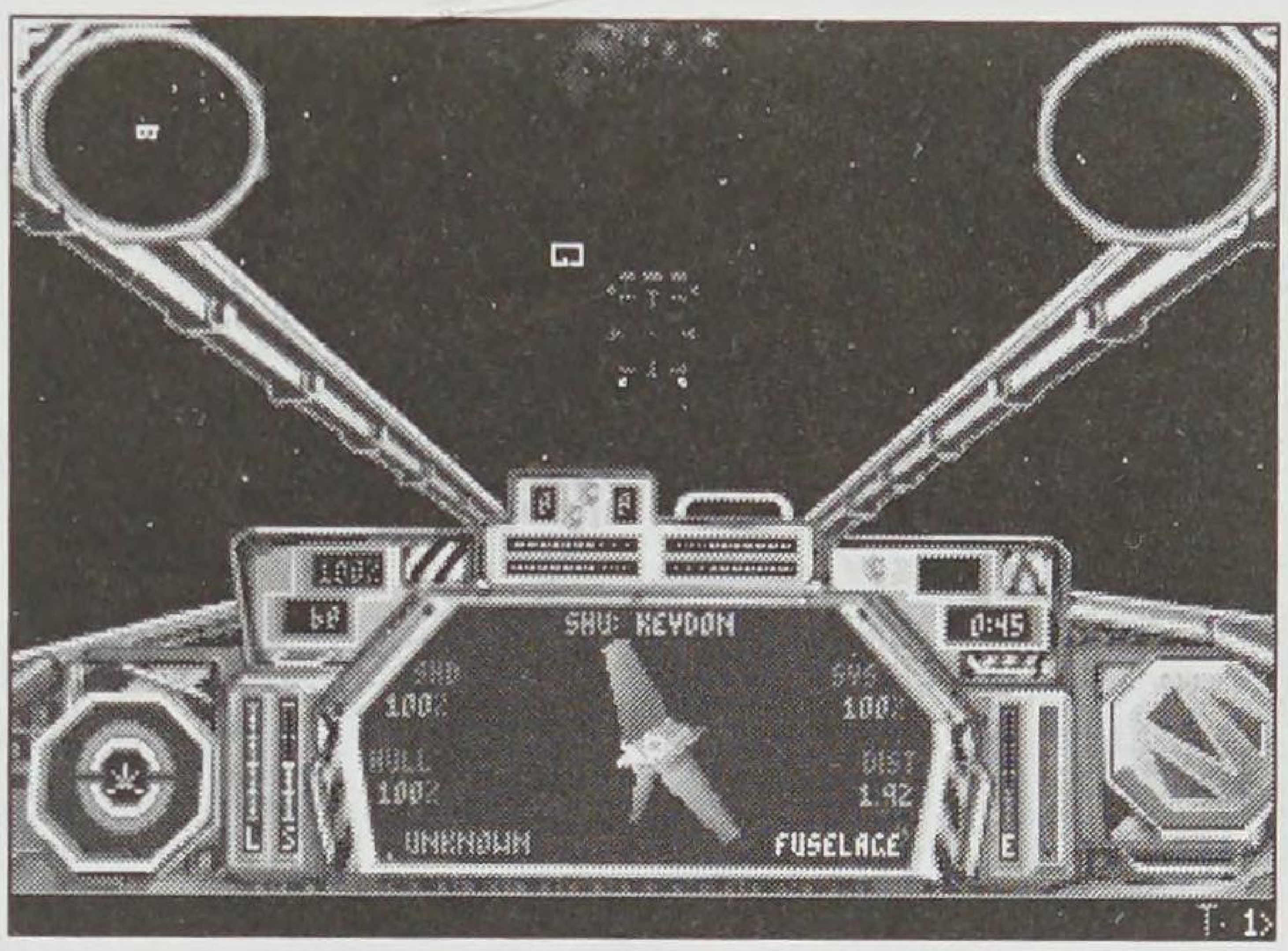
Look for any large cargo vessels. We need to know what is inside them. Someone is selling arms to both Ripoblus and Dimok. The Emperor wants to know who it is.

Stele's After-Action Report

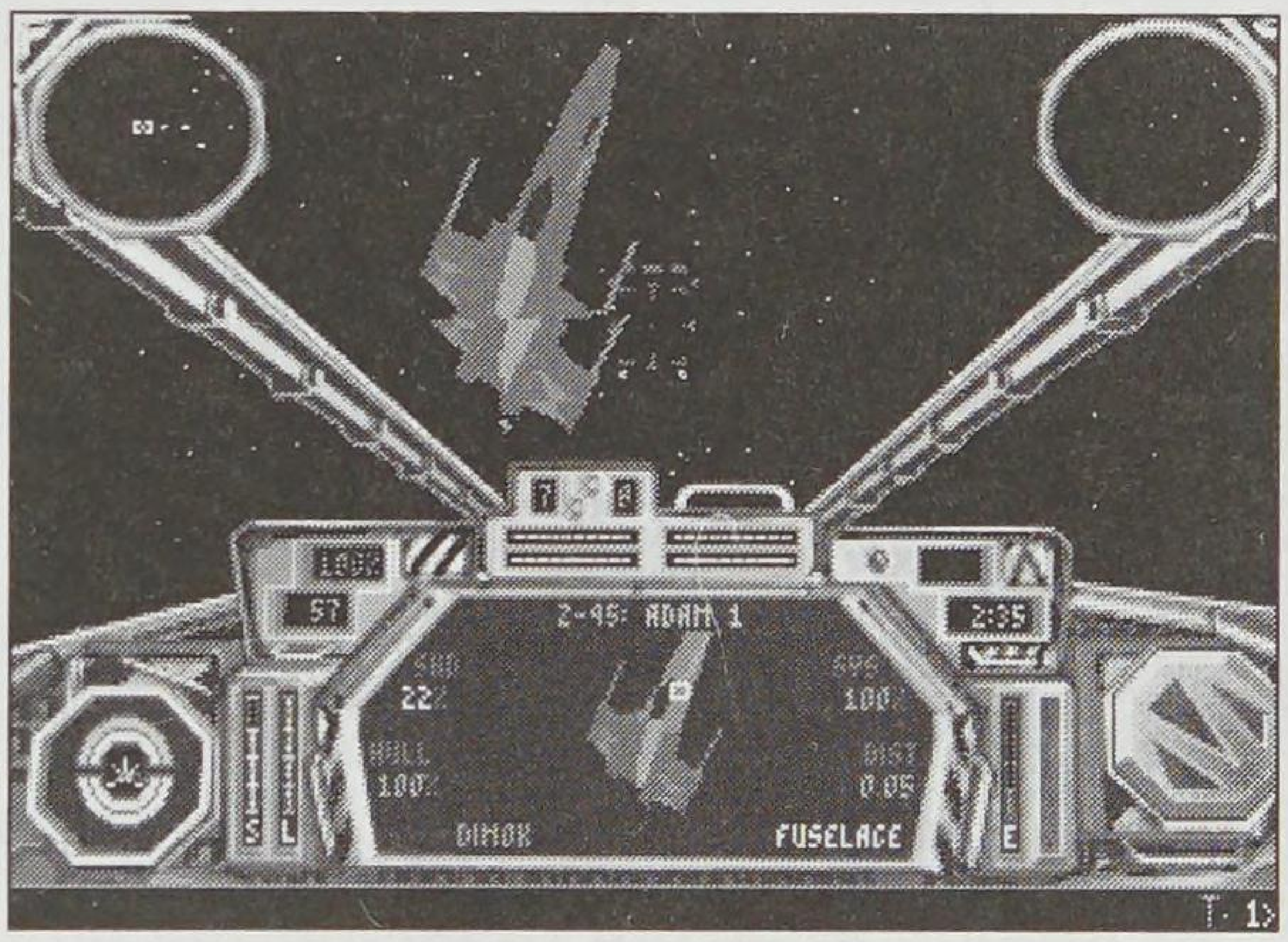
At the beginning of the mission, I assigned my flight leader to F5 and the TRNs of Omega to F6 and F7. Then I pressed T to target my flight leader, then Z to see which was his current target. Together, we disabled the shuttle, and I flew by to inspect it. Then I turned toward the other shuttle in time to see it disabled by the other GUN team. I flew by to inspect it before engaging the nearest enemy fighter, a Z-95.

As our flight group overtook the *Phantele*, my wingmen fired two missiles at it. Once I was within ion cannon range, I increased the laser recharge rate and switched to ion cannons. I quickly disabled the *Phantele* and my wingmen disabled the shuttle *Keydon* seconds later. Then I started dogfighting Dimok Z-95s of group Adam, using lasers. When I ran out of nearby Z-95s I switched to missiles and went after some escort shuttles, attacking from a distance. The E/S *Berono* was a key group, because they went after the transports. Once the *Keydon* and the *Phantele* were disabled, two cargo ferries appeared — the *Godendag* and *Glaive*. As soon as TRN Omega was safe, I would take my flight group out to inspect them.

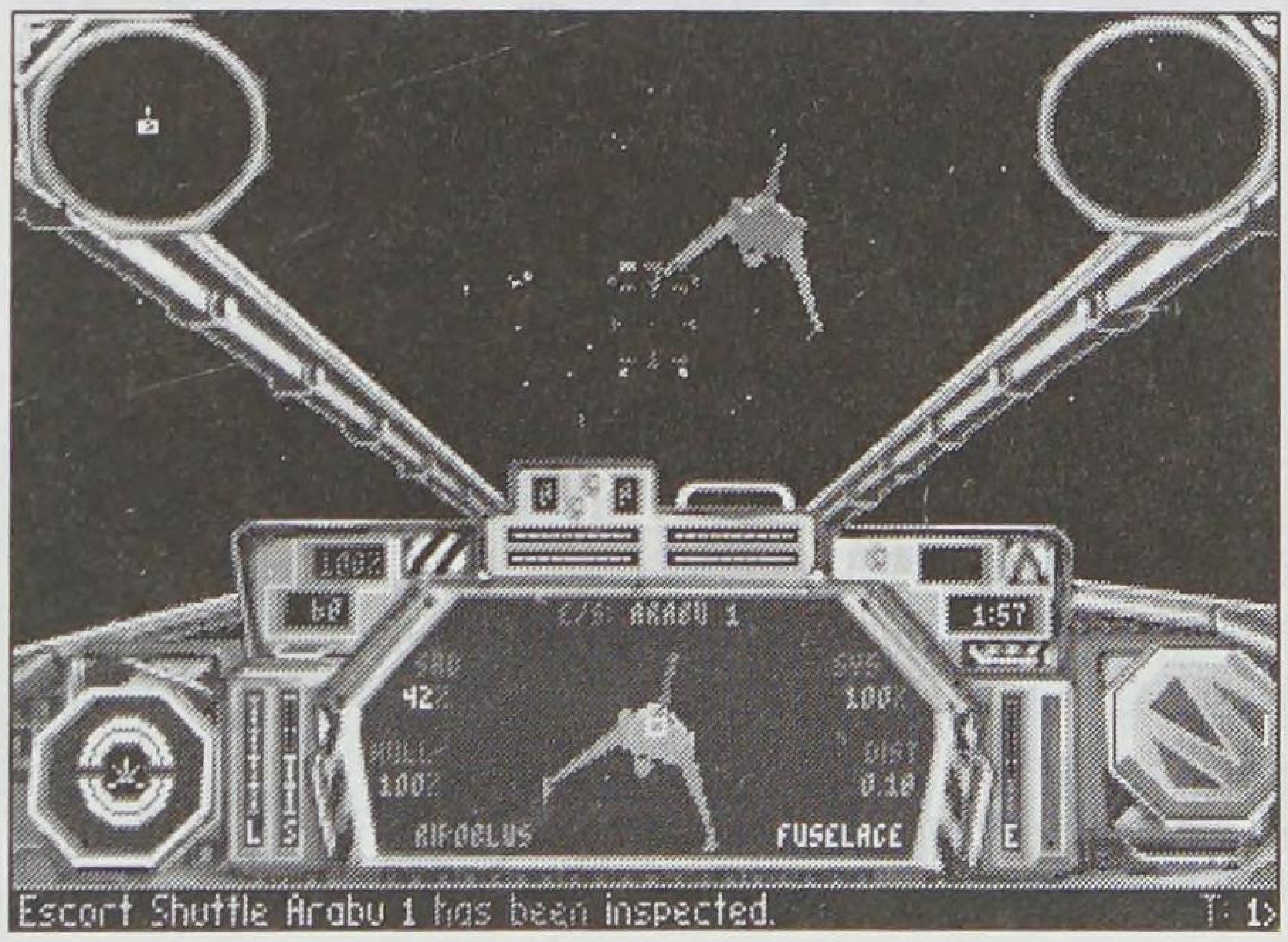
To catch the *Godendag*, which was way out there, about 8 kilometers away, I shifted all my laser and shield recharge power to the engines, which gave a maximum speed of 135. I kept transferring energy from my lasers into my shields to keep them charged.


100%
68
SHU: KEYDON
0:45
100%
100%
HULL
100%
DIST
1.92
UNKNOWN
FUSELAGE
L
S
E
T· 1>

Heading for SHU *Keydon.*


100%
57
Z-95: ADAM 1
2:35
22%
100%
HULL
100%
DIST
0.05
DIMOK
FUSELAGE
S
L
E
T· 1>

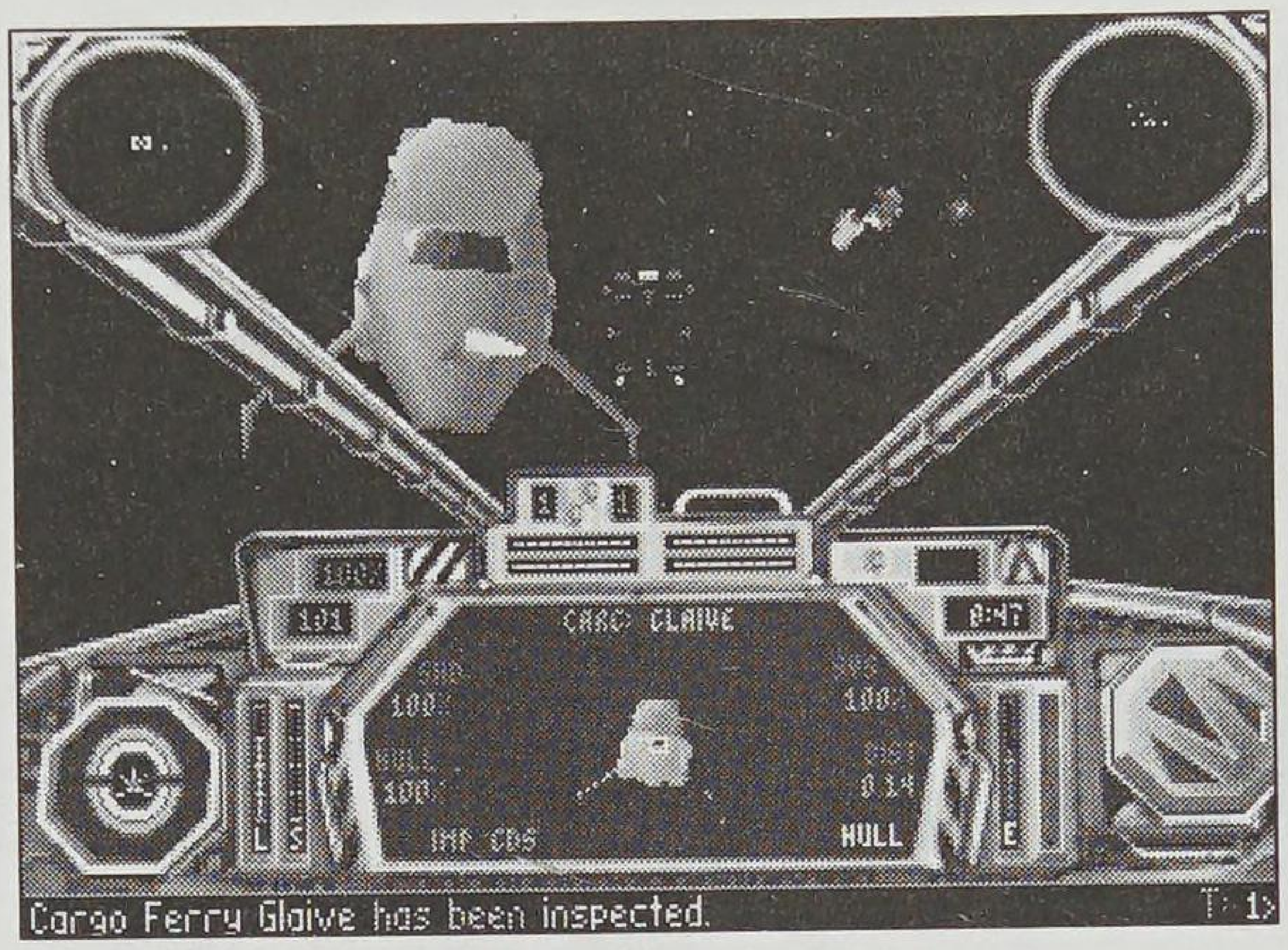
Taking care of Z-95 *Adam 1.*


100%
68
E/S: ARABU 1
1:57
42%
100%
HULL
100%
0.10
RIFOBLUS
FUSELAGE
L
S
E
T: 1>

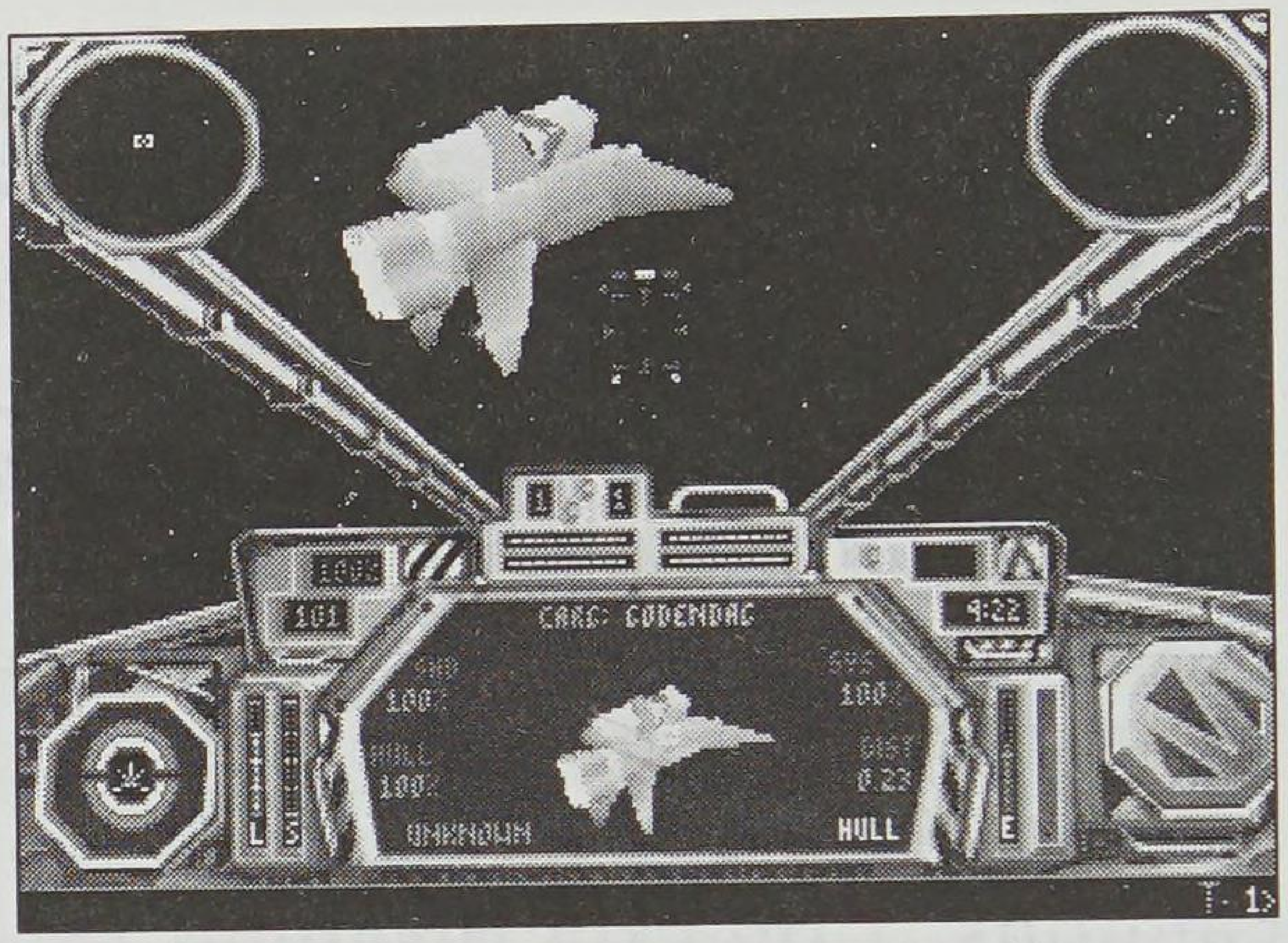
Escort Shuttle Arabu 1 has been inspected.

Inspecting E/S *Arabu 1.*

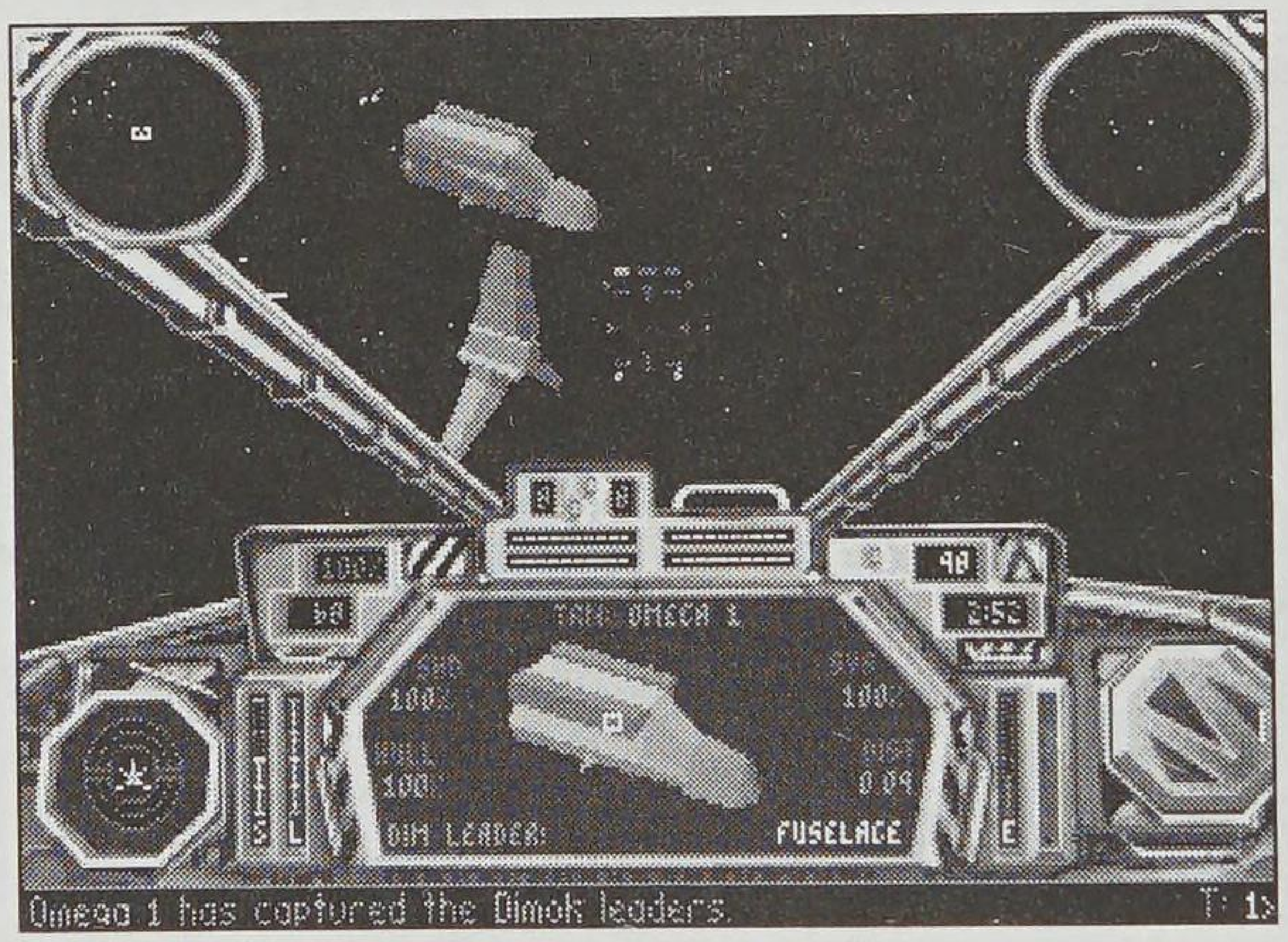
Inspecting the cargo ferries turned out to be a good idea. They were full of unauthorized Imperial supplies. I decided to blow the cargo ferries up. Being as these were armed craft, I attacked from directly behind them, where they could not bring their guns into action. After finishing off the escort shuttles, I decided to head for


CARG: GLAIVE
SHD
100%
SYS
100%
HULL
100%
DIST
0.14
IMP CDS
HULL
Cargo Ferry Glaive has been inspected.

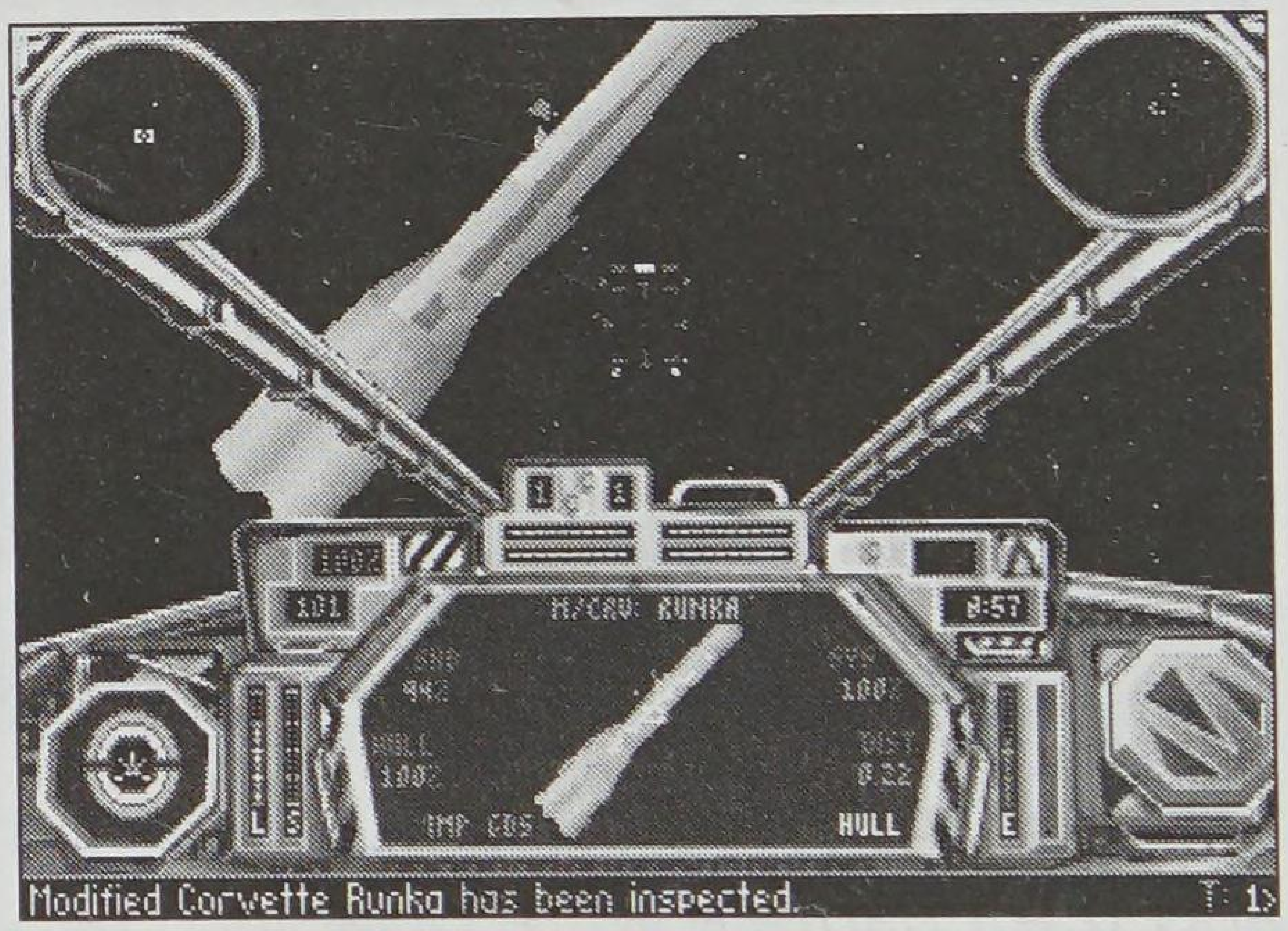
Inspecting cargo ferry Glaive.


CARG: GODENDAG
SHD
100%
SYS
100%
HULL
100%
DIST
0.22
UNKNOWN
HULL

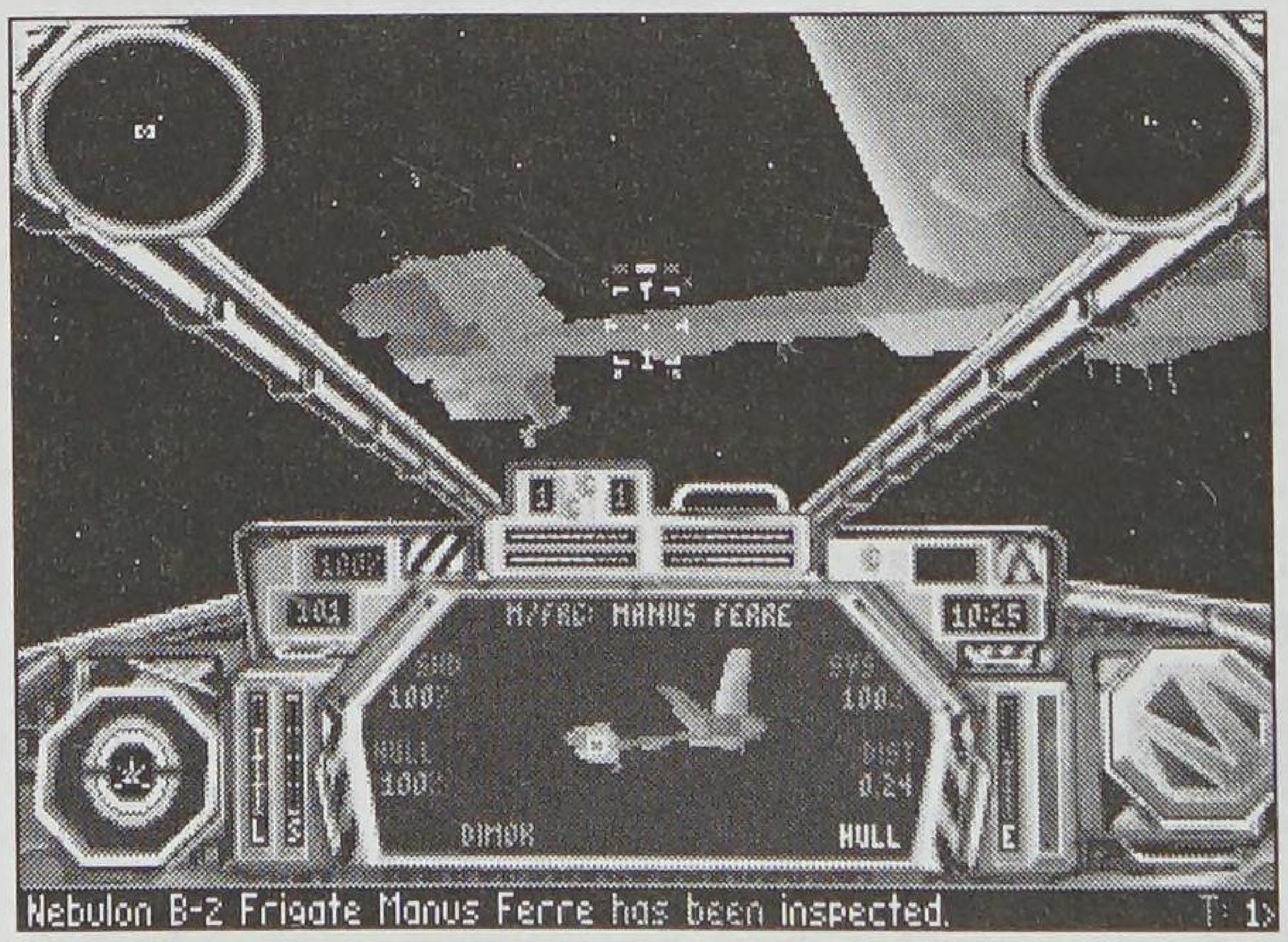
Inspecting cargo ferry Godendag.


TAN: OMEGA 1
SHD
100%
SYS
100%
HULL
100%
DIST
0.09
DIM LEADER:
FUSELAGE
Omega 1 has captured the Dimok leaders.

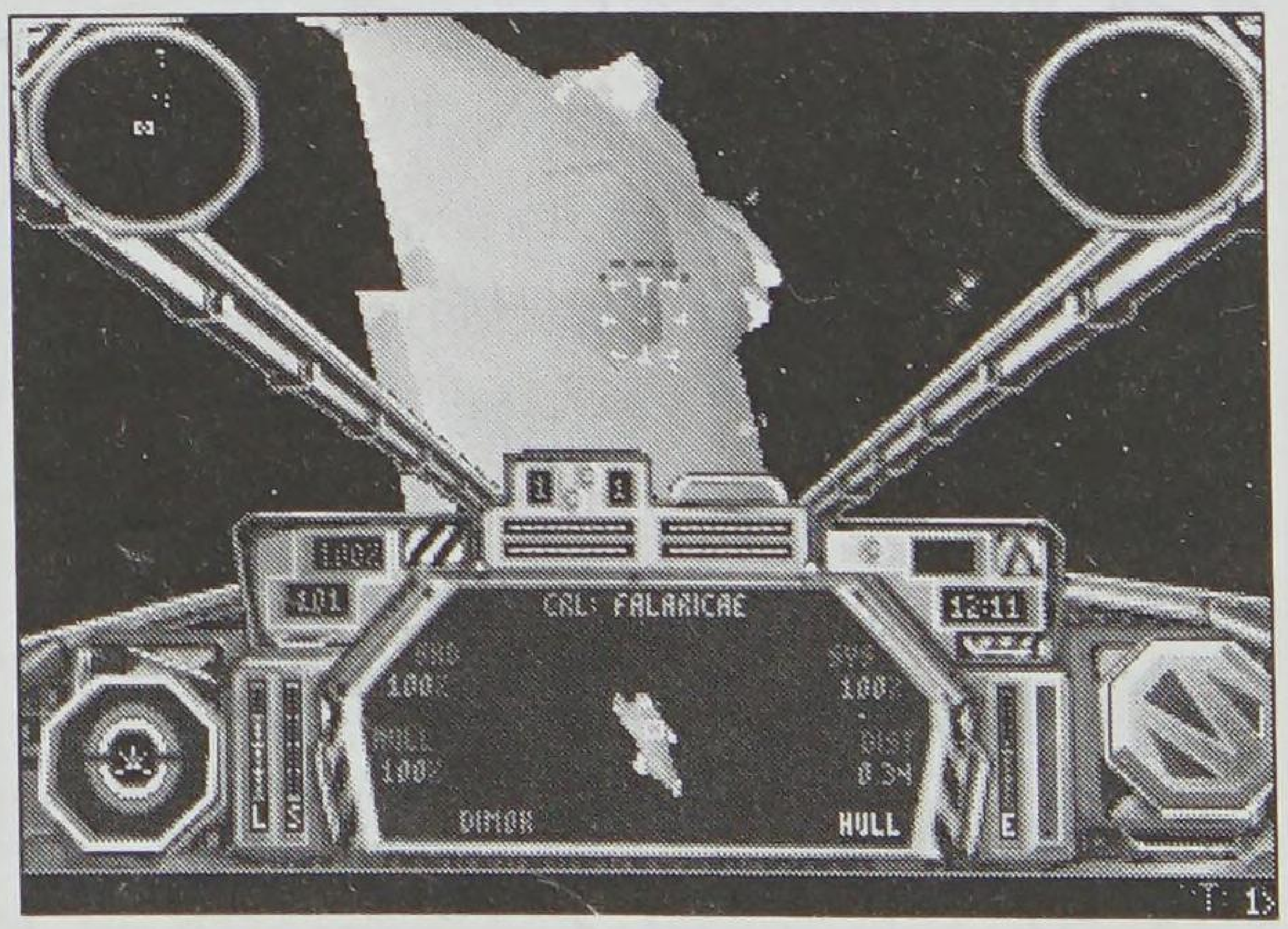
Omega 1 successfull.y captures the Dimoks.


M/CRV: RUNKA
SHD
94%
SYS
100%
HULL
100%
DIST
0.22
IMP CDS
HULL
Modified Corvette Runka has been inspected.

Inspecting M/CRV *Runka.*


M/FRG: MANUS FERRE
SHD
100%
SYS
100%
HULL
100%
DIST
0.24
DIMOK
HULL
Nebulon B-2 Frigate Manus Ferre has been inspected.

Inspecting the M/FRG *Manus Ferre.*


CRL: FALARICAE
SHD
100%
SYS
100%
HULL
100%
DIST
0.34
DIMOK
HULL

Inspecting the CRL *Falaricae.*

home. On my way back, I flew near enough to the the light Calamari cruiser Falaricae to inspect it. It was a Dimok craft. I didn't see the wisdom of attacking the cruiser, so I continued on to my jump point and returned to the *Protector*. For my success, I was promoted again, this time to Captain.

Debriefing

Primary Goals: Transports *Omega 1* and *Omega 2* must complete their missions.
Shuttles *Keydon* and *Phantele* must be boarded.
Secondary Goals: Inspect cargo ferry *Glaive.*
Inspect CRV *Runka.*
Inspect cargo ferry *Godendag.*
Bonus Goals: Inspect CRL *Falaricae* for 500 pts.
Inspect M/FRG *Manus Ferre* for 500 pts.
Inspect FRG *Shemsher* for 500 pts.

"Can you imagine? Using their own children as hostages. These people are savages!" The admiral was clearly furious.

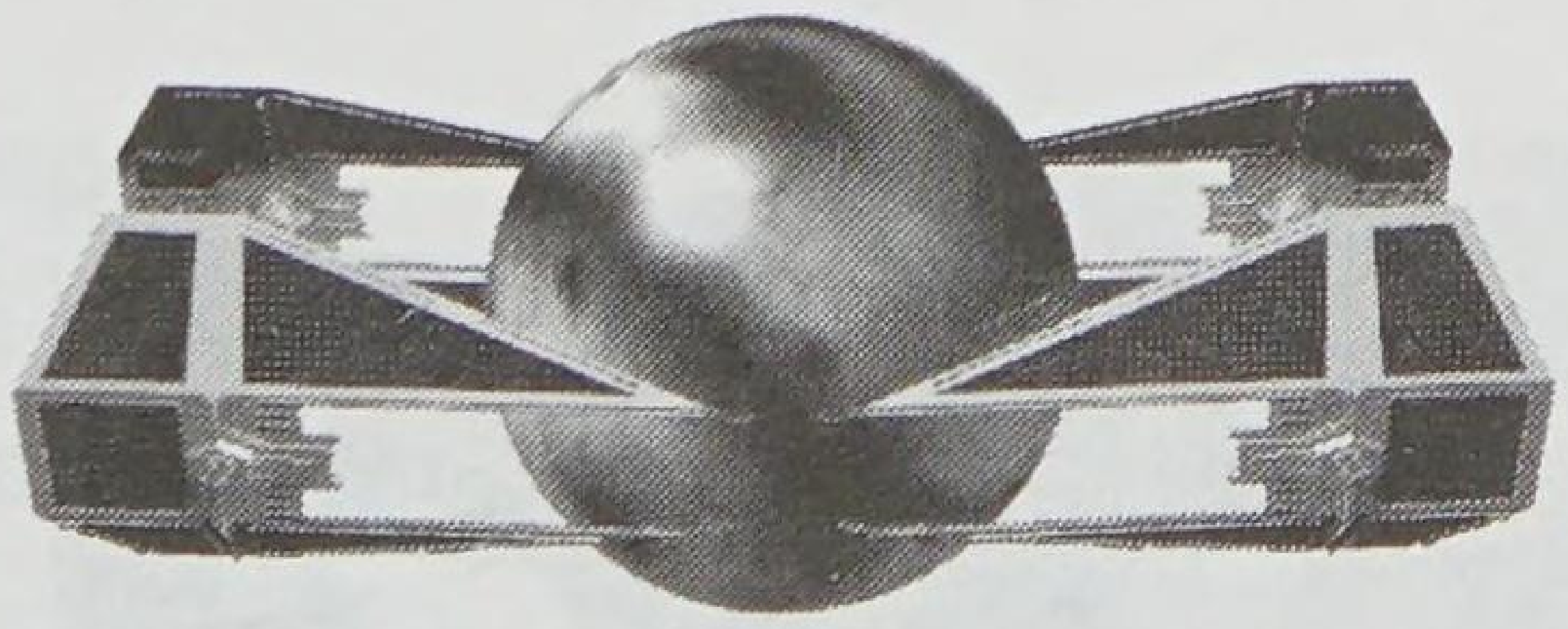
The man on the other end of the priority comlink channel sounded unimpressed. "I'm more concerned with these discrepancies in the supply manifests, Admiral Harkov. As you well know, I've been assigned to investigate possible misappropriations."

"Surely, even a man in your somewhat dull position can appreciate that there are bigger and more significant events in the galaxy than a few lost parts," Harkov said, his voice condescending.

But the man on the other end of the link continued in the same matter-of-fact voice. "We're not talking about a few parts, Admiral. We're talking about weapons."

"Yes, yes. I know," said the admiral, sounding impatient. "I'm far too busy to deal with this. Take it up with my quartermaster in supply section."

"I already ha—" the man began, but Harkov cut the link.



Maarek did not see Captain Trace anywhere that next day. He was in the mess with a few other pilots, having a bland meal. He had been up early on a routine inspection shift, and he was tired. He was listening with only half his attention, still puzzled by the events of the night before.

He heard someone say, ". . . new type of starfighter. That's what I heard."

He looked around. It was a pilot called Shreet. Maarek didn't know him well. In fact, he hadn't had time to get to know anyone very well yet, but

Shreet had a reputation as a gossip and rumor monger. Maarek was tempted to ignore the man, but something in his tone made him listen.

"That's right. It's supposed to be a faster starfighter, like a TIE fighter, but with shields and hyperspace and rocket launchers."

"Oh, come on, Shreet. That's ridiculous," one of the other pilots said.

Shreet looked defensive at being challenged. "Well, it's something like that," he said.

"Well, they'll never let you fly one, anyway," one of the pilots chided, and Shreet glared at him.

This launched the group into a heated discussion about who was the best pilot and who had saved whom during various battles. Maarek quickly lost interest in the banter and got up to return to his cabin.

He was about halfway there when one of the Order's robed figures detached himself from a small alcove and walked up to him.

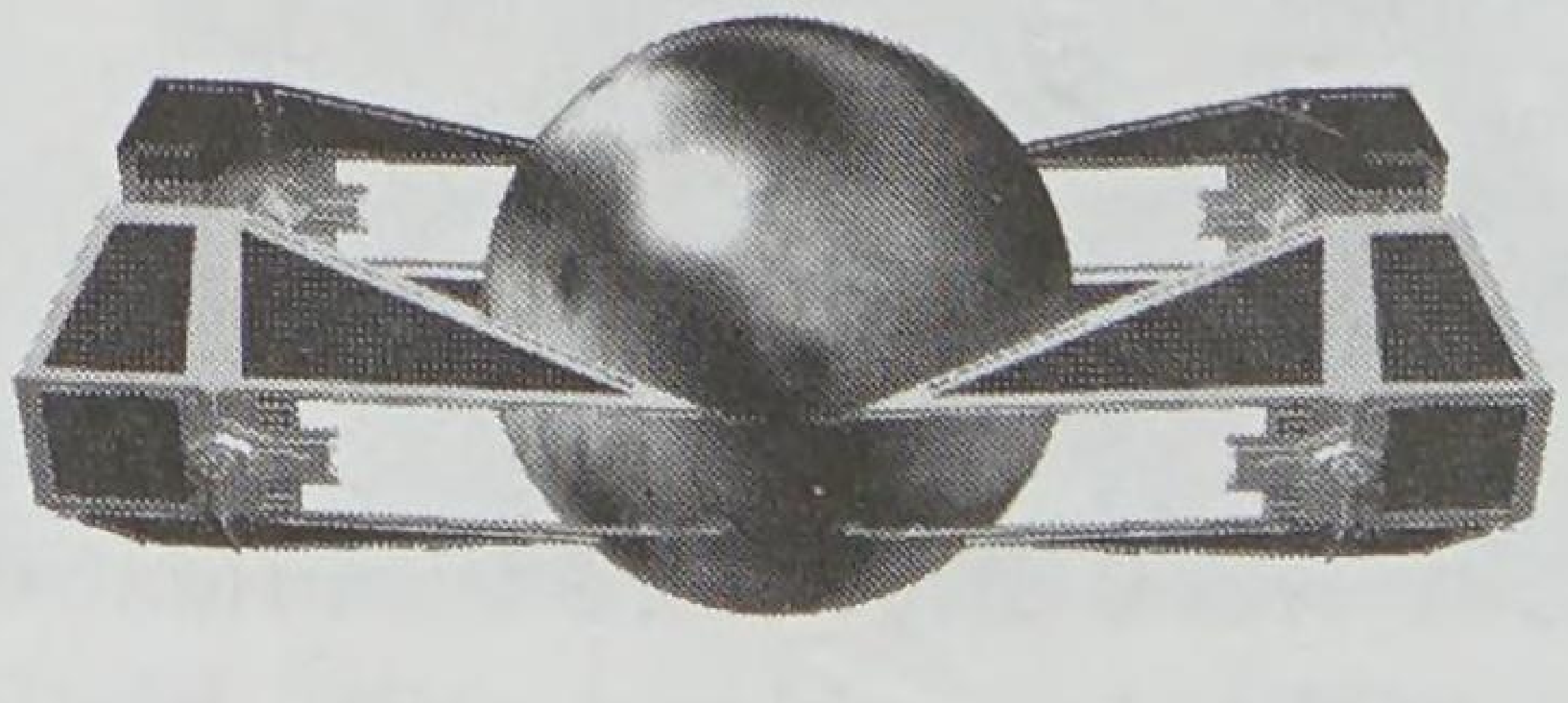
"The Emperor needs you," he began.

Maarek stopped still and tried to peer under the man's hood.

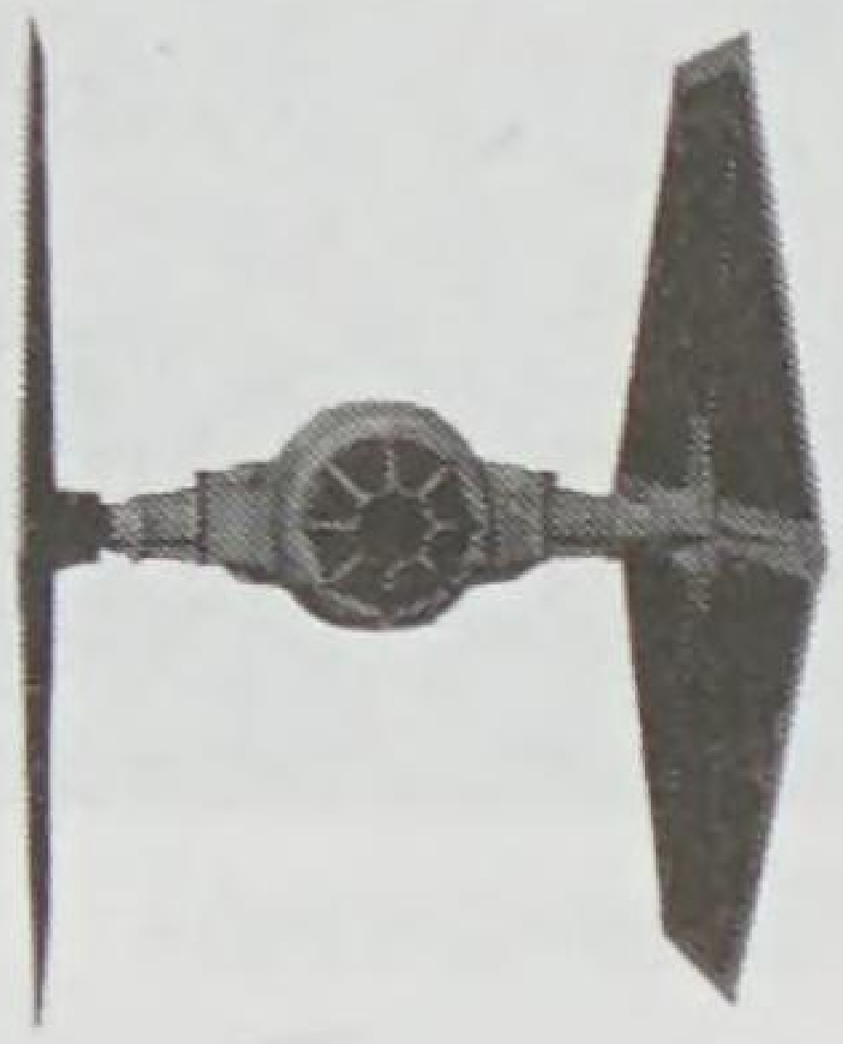
"I'm sorry? What did you say?"

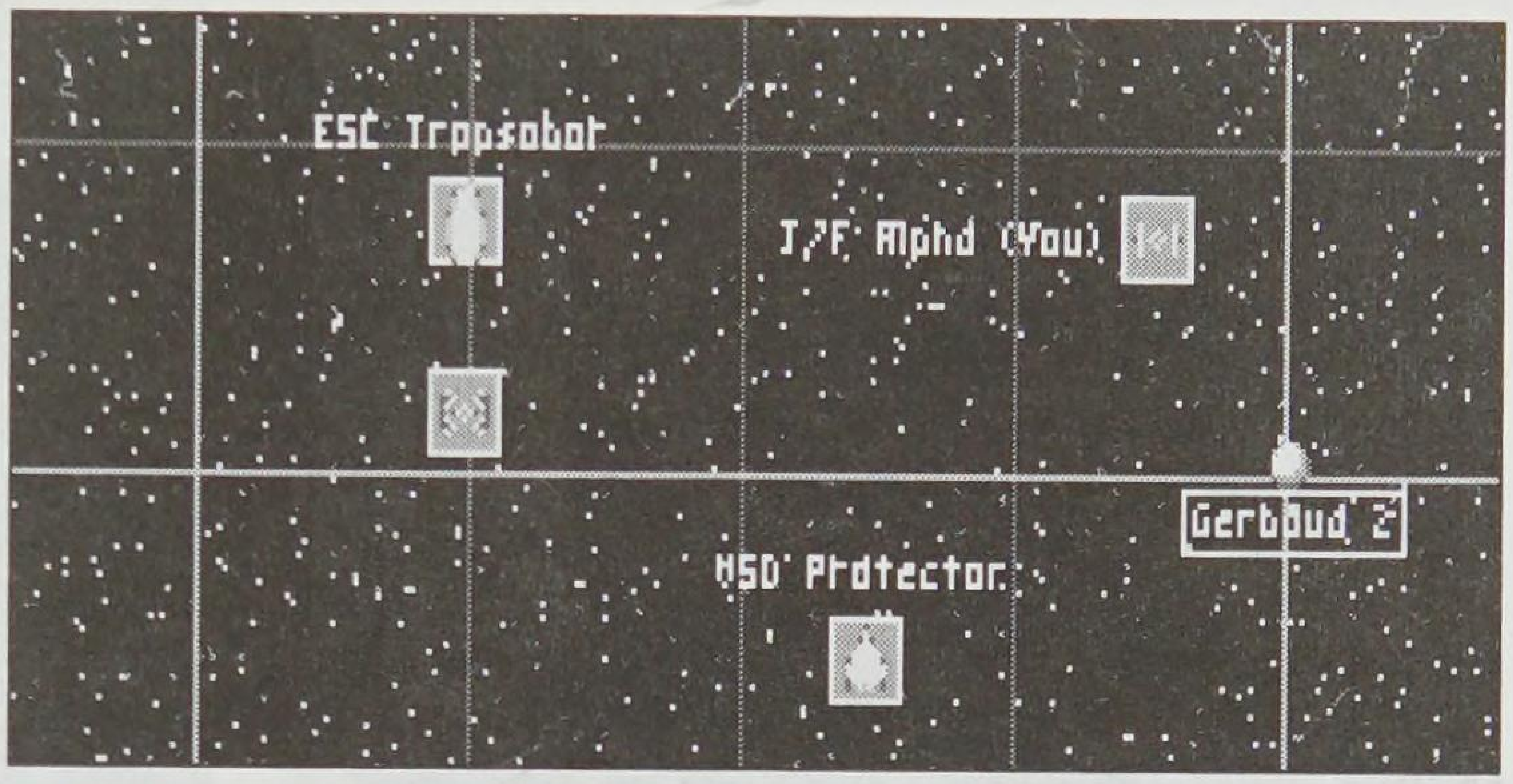
The man stood silent a moment. Then he continued as if Maarek had not said a thing. "You will soon be on a mission to protect a valuable shipment. Be alert. We require you to investigate any unknown shuttles. We suspect that there is more to this civil war than we had suspected. Someone is supplying Imperial weapons to both sides, and the Emperor wants to find out who is behind it."

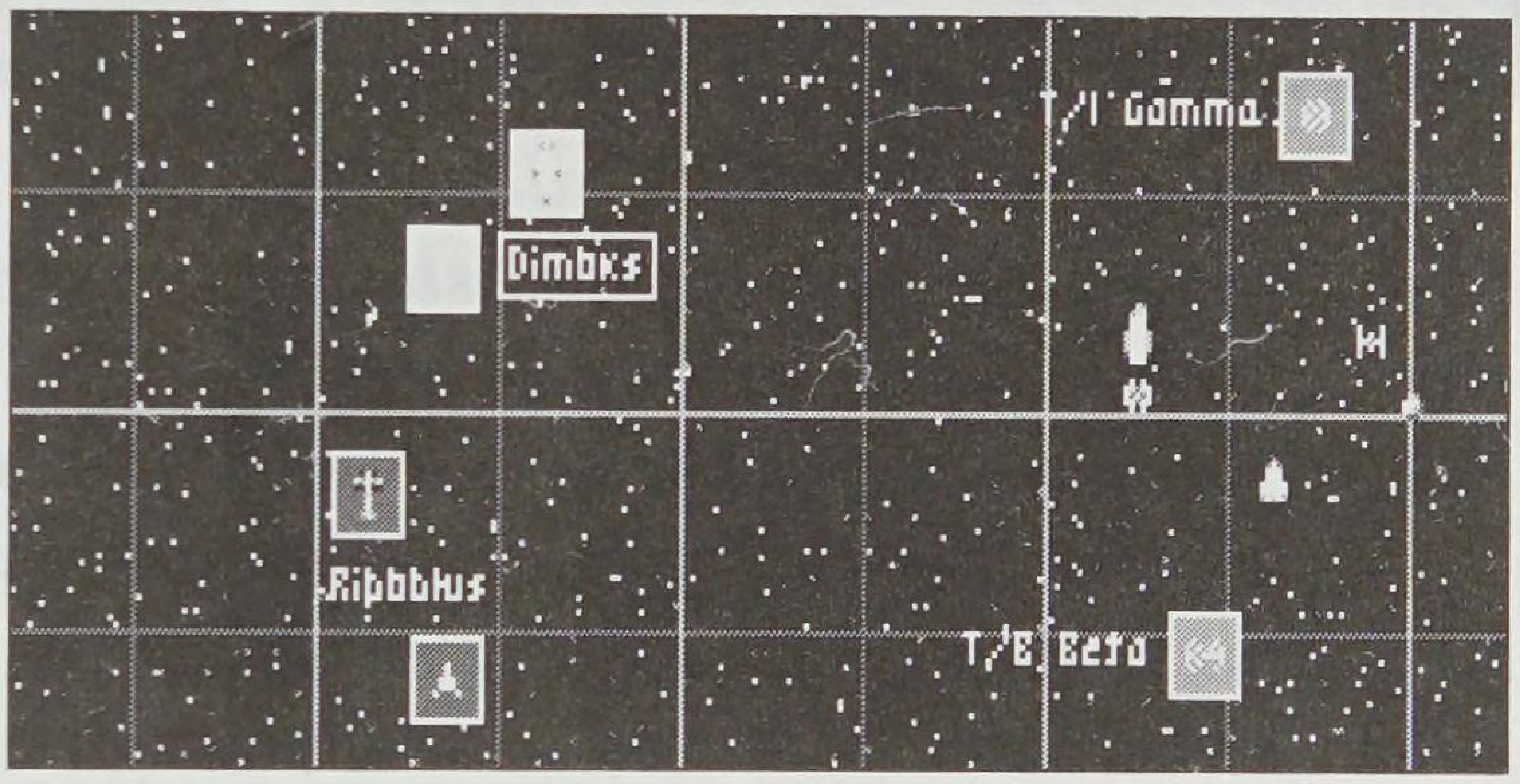
By this time, Maarek was sure this man was genuine. "I will do my best," he said. The man in the robe turned and left. Maarek continued to his cabin wondering the whole time why he couldn't just be a pilot, fly starfighters, and stay out of other people's business.



MISSION FIVE: GUARD RESUPPLY





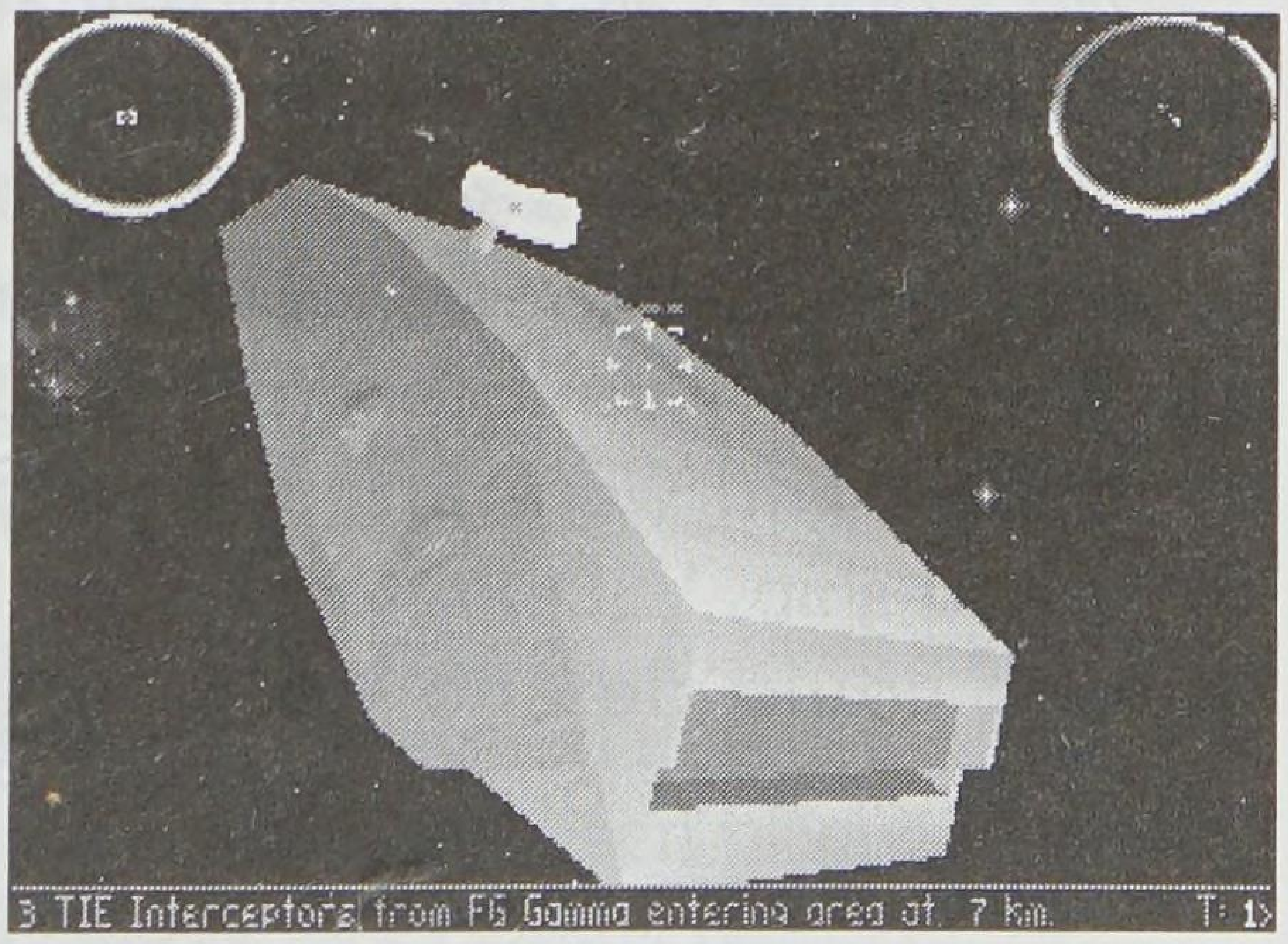


Mission Briefing

The *Protector* is receiving a shipment of new starfighters. These TIE Advanced, the so-called "Avengers" will help to replace ships lost in recent operations, and will provide even more advantages to our pilots against the enemies of the Empire. You will protect the escort carrier *Tropsobor* during docking operations. Be on the lookout for ships from both Ripoblus and Dimok, as the two sides consider us a common enemy and have temporarily joined forces.

Secret Order

We want you to be alert and to inspect any unknown shuttles. We have information that suggests the presence of a third party at this rendezvous. Find that craft and identify it. Do not let it get destroyed!



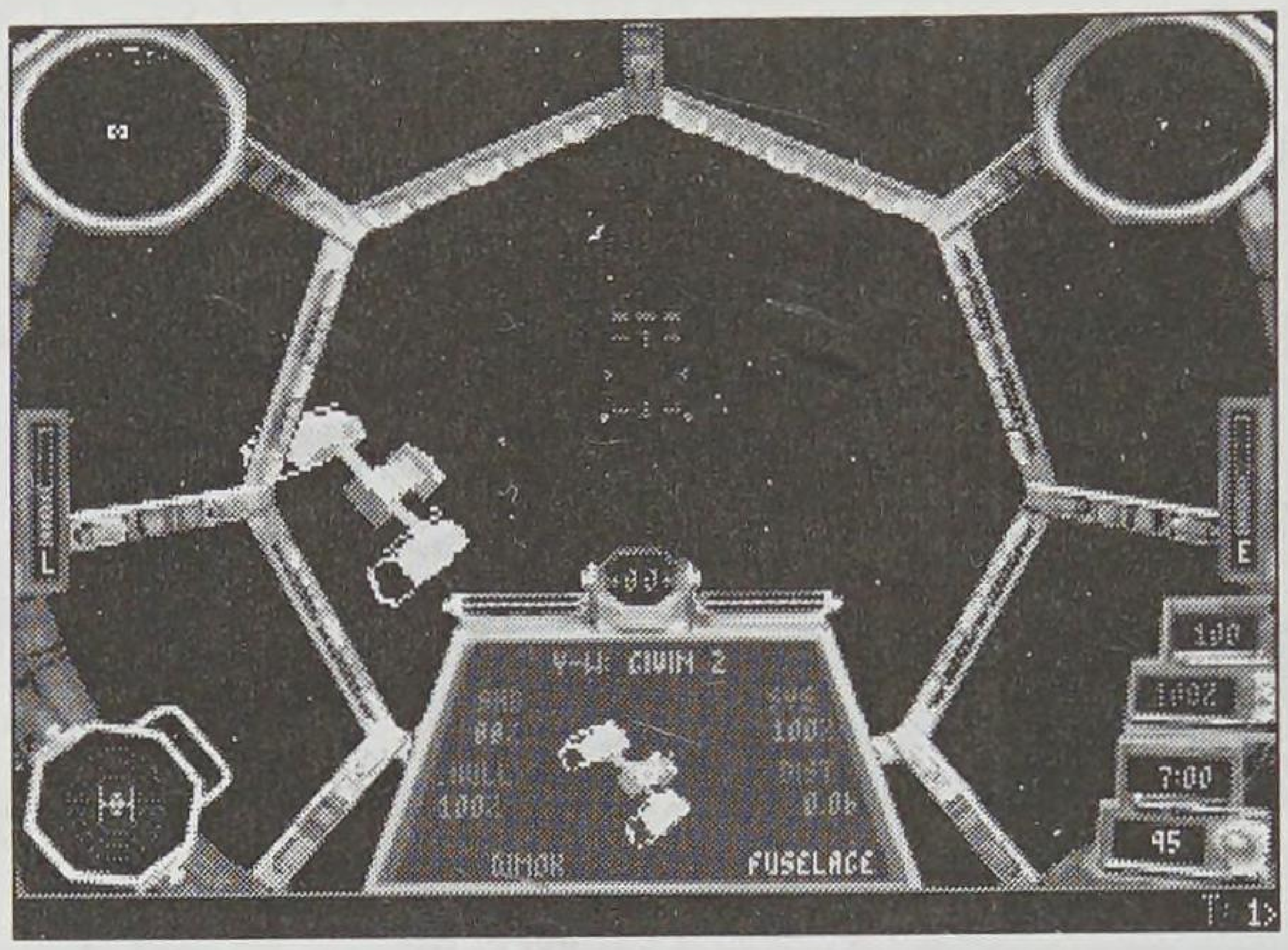
3 TIE Interceptors from F5 Gamma entering area at 7 km.

The *Tropsobor*

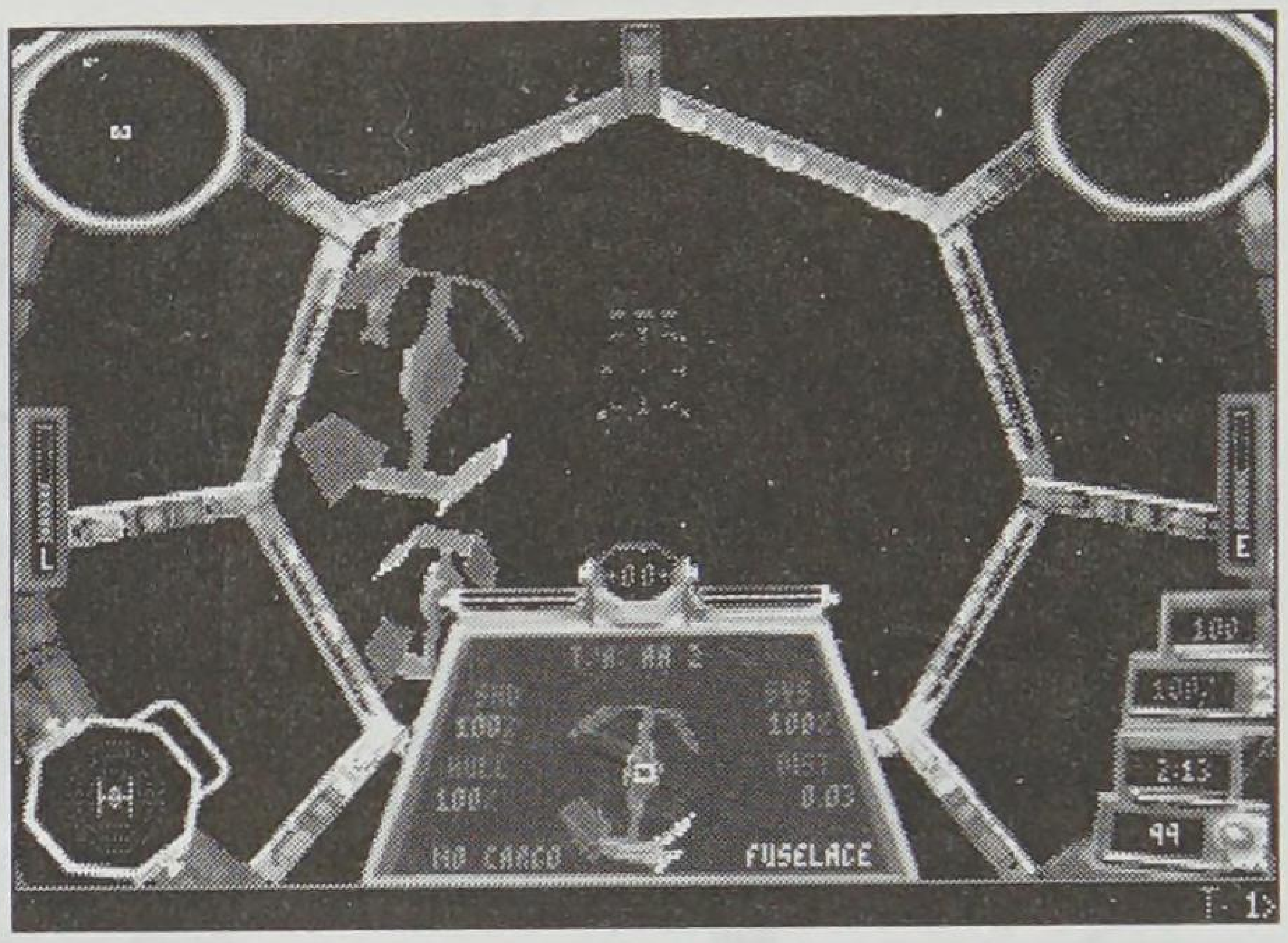
Stele's After-Action Report

I began the mission in a Vic formation at 50% throttle. Assigned *Alpha 1* to F5 and VSD *Protector* to F6. Maintained formation as ESC *Tropsobor* entered the area. I received the order to rendezvous with the ESC and escort the first group of TIE Advanced back to the *Protector*.

Enemy craft appeared — a CRL accompanied by a M/CRV — but



Dogging Y-wing Givin 2.

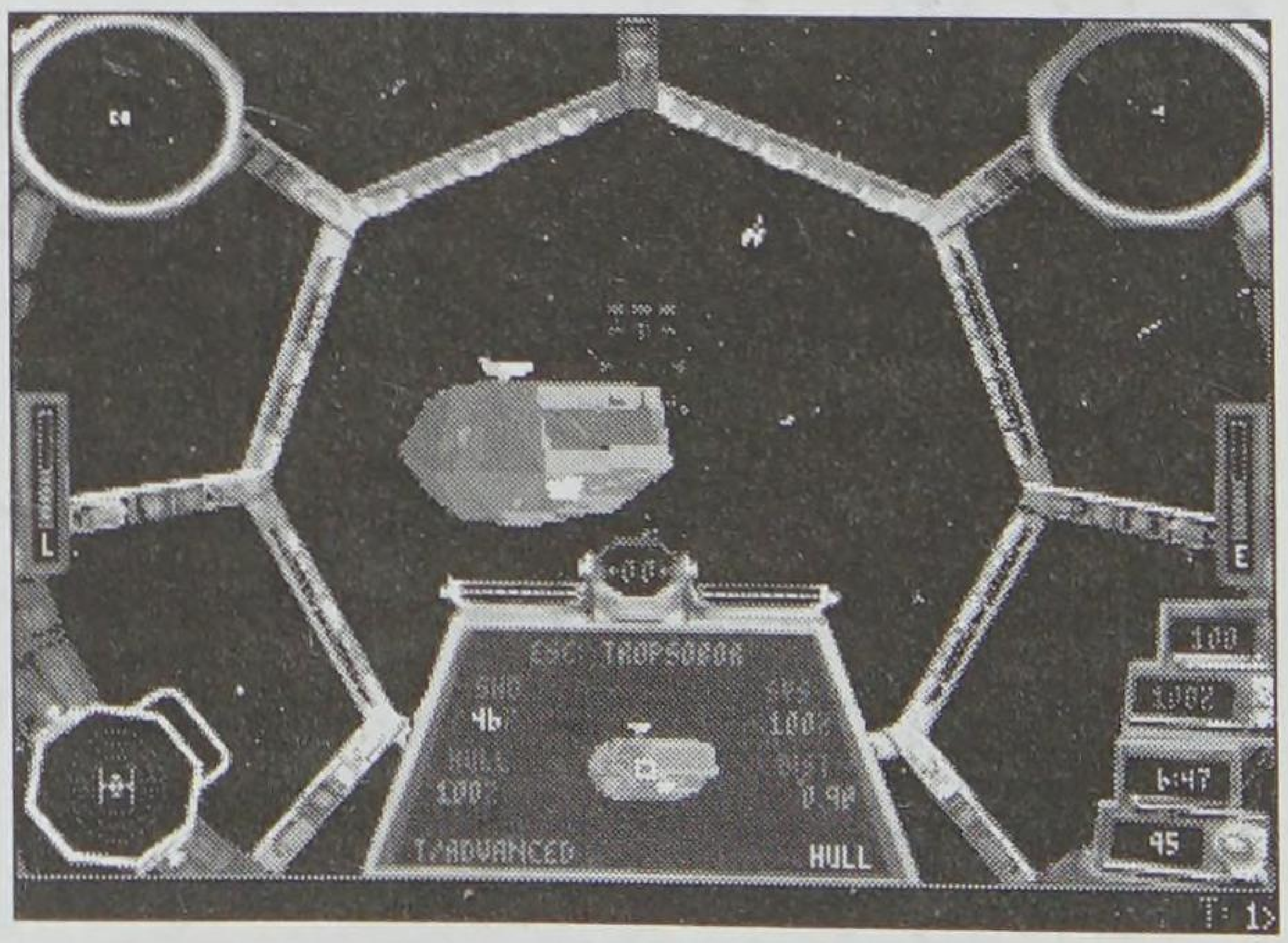


Guarding a TIE advanced.

they were too far away to pose any immediate threat. The cruiser launched a flight group of Z-95s, but we were ordered to stay on close escort. T/B Beta and T/I Gamma were deployed to attack the enemy craft.

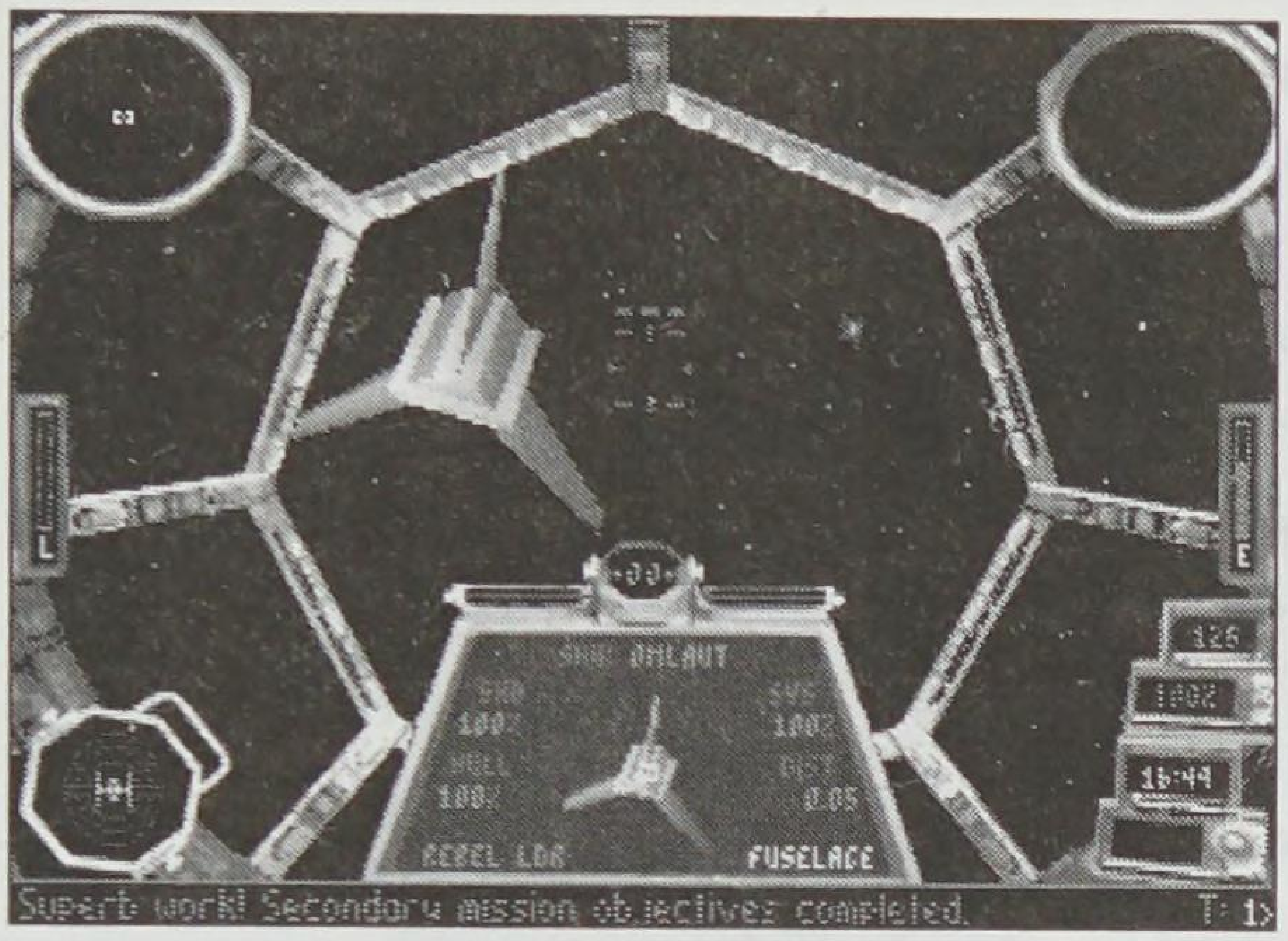
As we neared the *Protector*, it was clear some of the Z-95s were going to get past T/I Gamma, so we moved to intercept. I waited until they were within 3 kilometers, then ordered my wingmen to attack one of them (Shift A). I targeted another Z-95 and engaged it myself.

The battle was on! I increased my laser charge rate to maximum and fell into a fierce dogfight for several minutes. One of the Z-95s had scored a couple of hits on one of the TIE Advanced I was escorting. I maneuvered myself to be closer to the TIE Advanced. I lost my wingleader to the enemy. I was still dogfighting a Z-95, when I received a message from my commander to take out Y-wings. The Y-wings were several kilometers away, and they were attacking the escort carrier. I followed my orders to intercept. I ordered my wingmen to attack the closest Y-wing and headed that way.



Watching over the *Tropsobor*.

We stopped all the Y-wings that were trying to destroy the escort carrier, but then a couple more popped up and started shooting our other ships. A couple more had jumped in and were attacking my command ship, VSD *Protector*, but I knew it could defend itself. The battle took a lot of concentration and quick maneu-vering because I was being harried by Z-95s while I


Superb work! Secondary mission objectives completed.

Inspecting the SHU *Omlaut.*

went after the Y-wings, which were coming in pairs. But I continued to concentrate on the Y-wings and let the others take on the Z-95s. I had to protect the *Tropsobor*, and it seemed the Y-wings were the greatest threat. Most of the TIE Advanced made it safely to the VSD *Protector* and the escort carrier *Tropsobor* left intact.

I hung around a little while longer and an Imperial shuttle entered the area. I flew over to make an inspection and discovered a Rebel leader aboard. I knew the Secret Order would be interested in that piece of news! Because it was an Imperial ship, I didn't destroy it, but returned home with my mission complete.

Debriefing

Primary Goals: 75% of TIE Advanced must complete mission.
Escort carrier *Tropsobor* must complete mission.
Secondary Goals: SHU *Omlaut* must be inspected.
Bonus Goals: All of Dimok and Ripoblus craft must be destroyed.
250 pts. for each T/A group that completes mission without losses.

When the battle was over, one of the robed men approached Maarek as he headed back to his quarters.

"You have done well, Stele," the man said. "Due to your efforts on the part of the Emperor, a member of the Rebel Alliance was discovered aboard the SHU *Omlaut.* This is significant."

"My I ask how so?" Maarek asked.

"You have earned the right to know. Your loyalty has been noted, and you will be invited to receive a special award tonight." Maarek felt his stomach turn over. What kind of award did the Order present? But the man was still speaking. "In answer to your question, we have noticed that the Rebel was taken immediately to Harkov's private ready room. He has been alone with the prisoner since then."

"I don't understand. Perhaps he's interrogating the prisoner," Maarek suggested.

"This is not standard interrogation procedure," answered the man simply, then he added, "In addition, Harkov's ship has continually been plagued with supply shortages. The evidence leads us to believe that Harkov has been falsifying reports to cover his black market schemes, selling weapons to both sides of the Sepan civil war. And the presence of a Rebel leader aboard the shuttle indicates that he is making some arrangements with the Alliance as well."

Maarek hadn't really cared much for Harkov from the beginning, but he was shocked to hear such an accusation made against a senior admiral in the Imperial fleet. Speechless, he simply stared into the darkness of the man's hood where the light occasionally reflected off the man's eyes. Out of the corner of his eye, he caught a glimpse of movement behind a nearby bulkhead. He just got a quick look, but he recognized the light hair and captain's uniform. Trace!

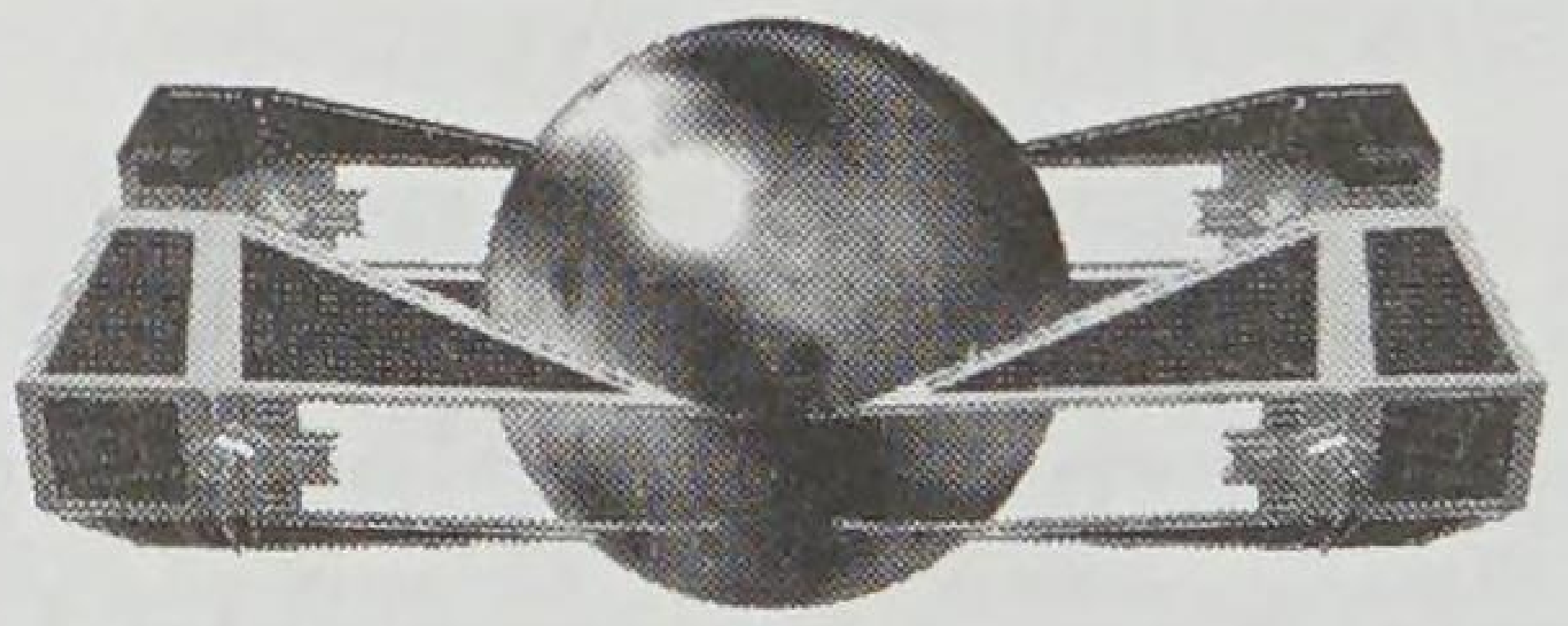
"There's something I must tell you," he began, but the robed man held up his hand.

"Your captain has been very inquisitive. Do not worry. We will take care of him."

"I don't think he means any harm," Maarek said quickly. "I have a feeling about him."

"Yes," was the answer. "We will deal with him."

And that was the last time Maarek saw Trace aboard the *Protector*.



Later that day, Admiral Harkov addressed the leaders of the Sepan system. He declared their war over and assured them that the Empire would not tolerate any breach of the peace. He promised that peace would bring prosperity and suggested that cooperation could bring full privileges to the worlds of Sepan. There were several among those listening whose expressions betrayed a good deal of disdain, even hatred, and although the word hypocrisy never passed anybody's lips, it was foremost in their thoughts. But nobody interrupted.

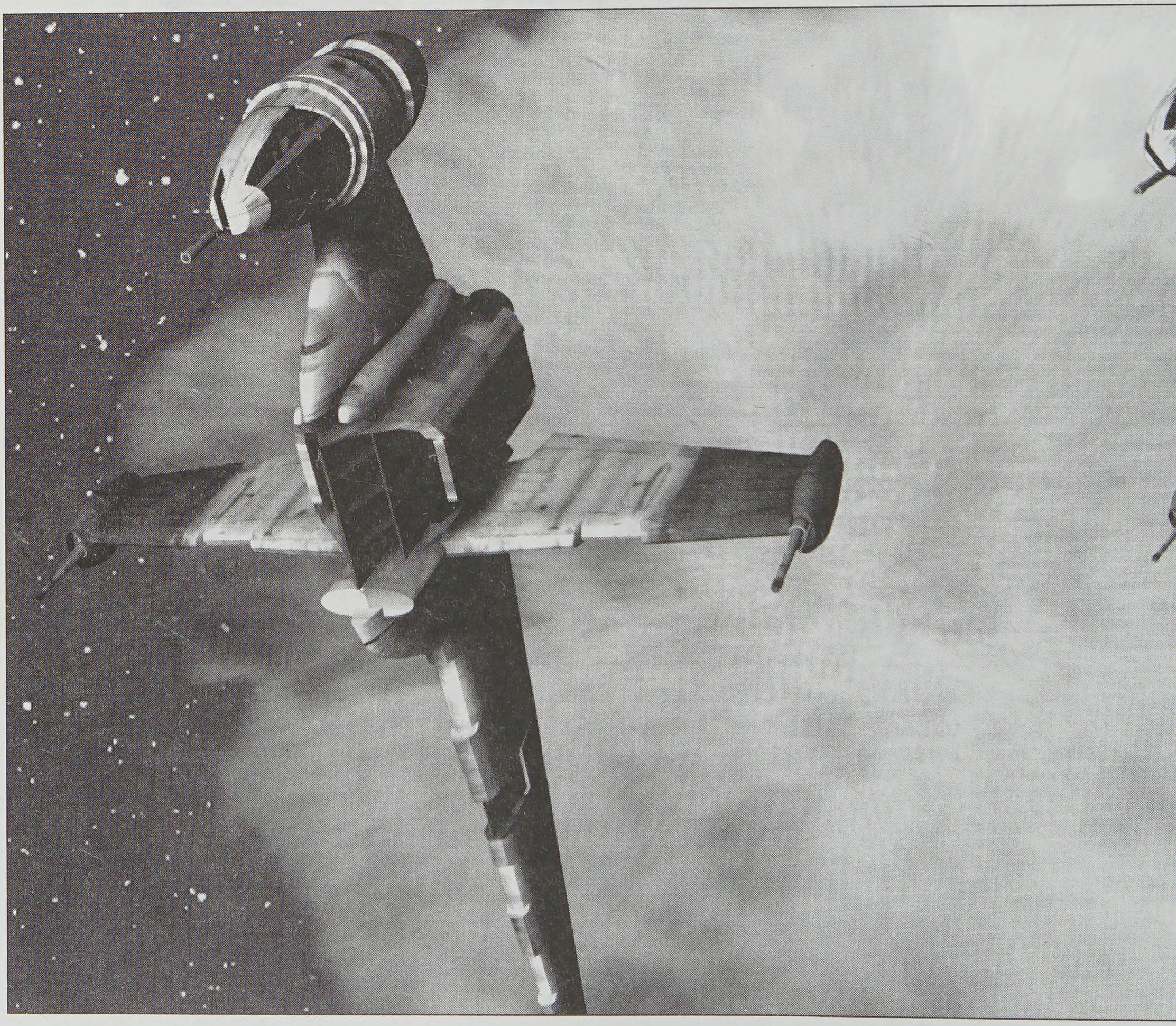
At another location, far away, a very private meeting took place between a member of the Emperor's Order and another robed man, this one dressed in black, masked and of formidable stature and bearing. His breathing was audible, as if assisted by some apparatus hidden beneath his robes.

Lord Darth Vader, the Emperor's chief vassal, listened to the Order's suspicions about Harkov. He stood straight and still, and stared steadily ahead through the eyeholes of his strange mask. When he spoke, his voice was deep and eerily resonant.

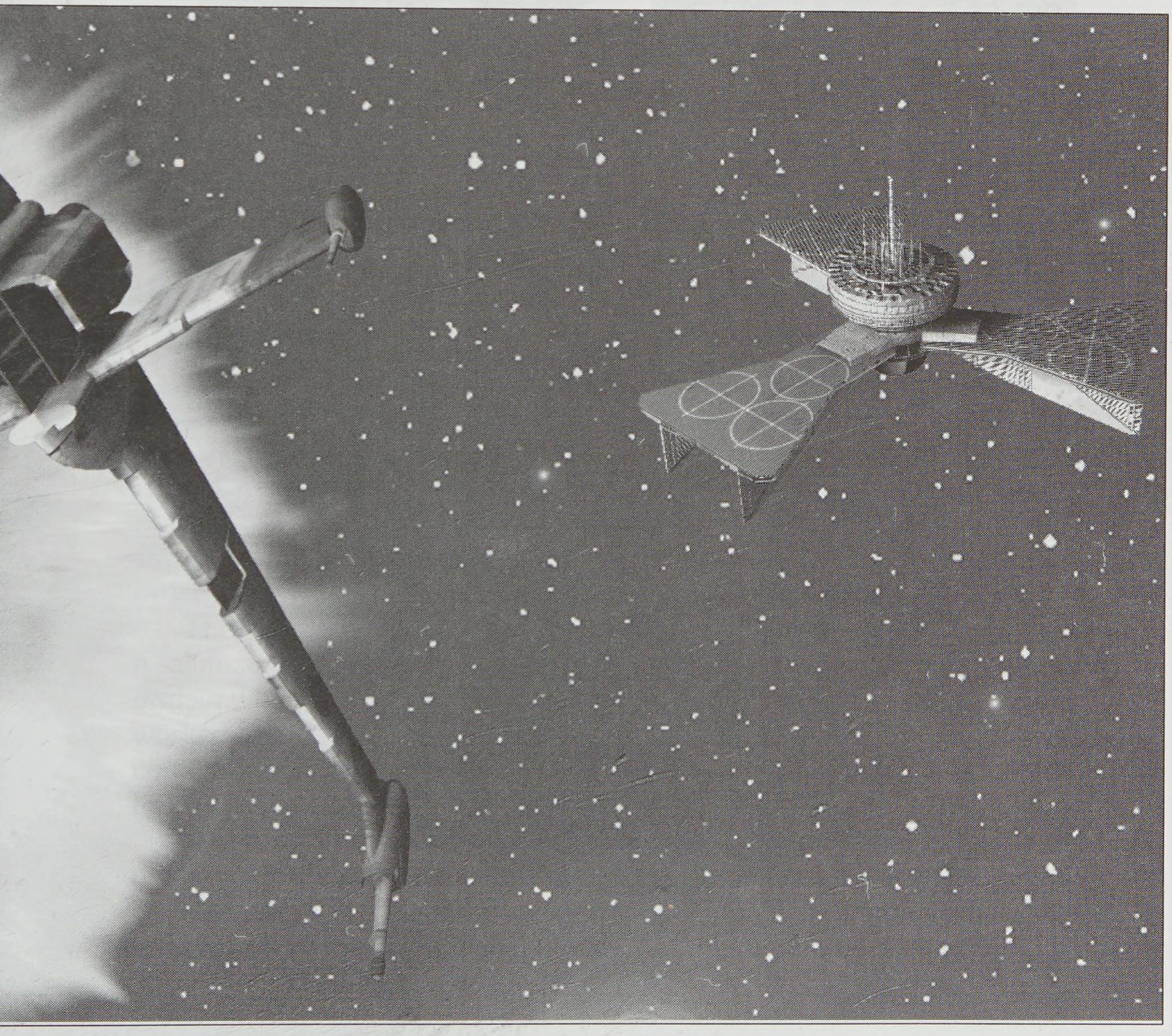
"Get me the evidence," Vader told the man. "Then we will deal with Admiral Harkov."

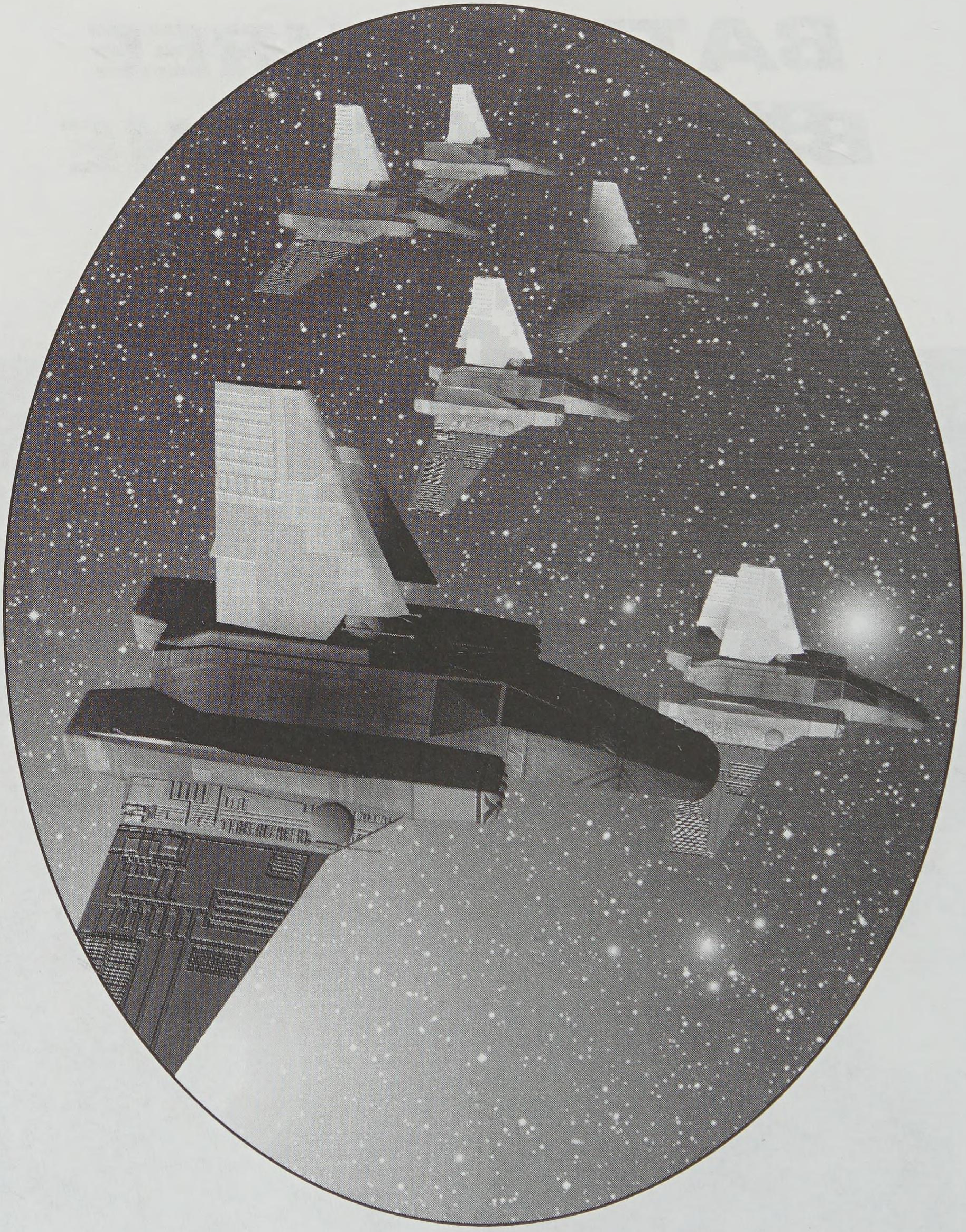
PART FIVE

PART FIVE



BATTLE THREE
BATTLE ON THE FRONTIER





PART FIVE

Battle Three: Battle on the Frontier

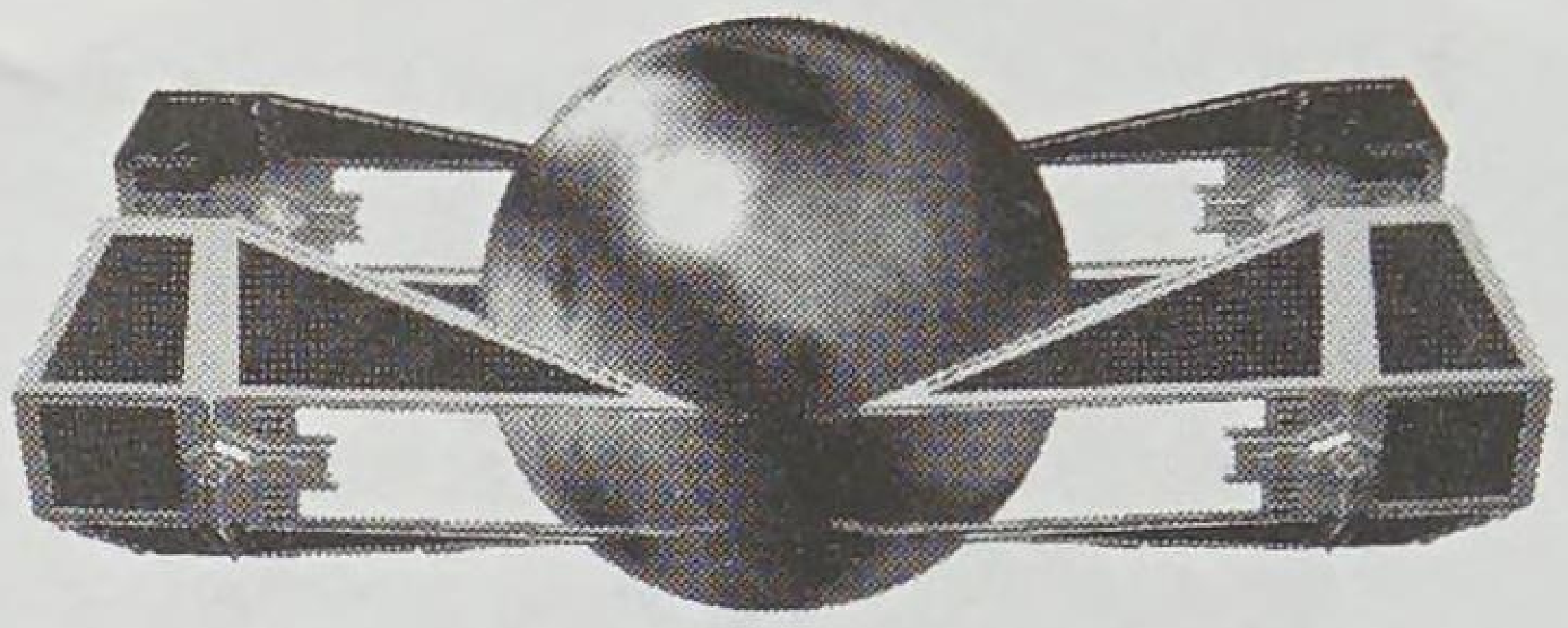
"The Pakuuni system is a hotbed of pirate activity." The Emperor's envoy was droning on. Thrawn thought him boring, but listened politely, his mind wandering to a particularly interesting sculpture he had recently received — reputedly from the old world of Berchest. His strange red eyes narrowed as the man before him spoke. Occasionally he would nod or grunt some reply to these assertions, but finally Thrawn could take no more of the man's incessant posturing.

"Thank you for your generous assessment of the Pakuuni situation," he said. "Please inform the Emperor that I will take the necessary steps to bring order to that area and make the trade lanes safe from illegal activities."

The envoy, to his credit, could tell when he was being dismissed. He gave a salute, turned, and walked off, but not before Thrawn noticed that familiar disdain which pure humans often worked so hard to hide from him. He had worked harder than any officer, proving himself again and again, until now he commanded a Star Destroyer. But even now his nonhuman status forced him to take on operations beneath his abilities. Someday . . .

This mission to Pakuuni was an insignificant task. But the Emperor still required more proof of Vice Admiral Thrawn's abilities and loyalty.

He would coordinate the clean up of the area first, then build a lasting Imperial presence which would ensure that the pirates would stay away. Those who survived. The vice admiral placed his hand on the comlink button, his blue lips drawing back into a satisfied but feral-looking smile. He would even have time to work with his art collection during this operation.



Maarek was transferred again, this time to the FRG *Ludwick*. The reason for the transfer was a total mystery, but he suspected it had something to do with the Secret Order wanting to get him away from Harkov.

Aboard the *Ludwick*, he received a pleasant surprise. He had just settled into his new cabin — he was getting quite proficient now at finding his way through new starships and getting settled. He knew the layout of a frigate pretty well, and was headed for the pilot's lounge. He heard a familiar sound echoing through the hallway, and he increased his pace. It was the sound of a wild animal, and he had heard it only once before — again aboard a frigate.

"Grommet," he called. "You maladjusted sack of gravel worms. Are you making trouble again?"

Sure enough, just ahead was his friend flanked by the inevitable duo of Alimet and Ketcher. Grommet was looking up in surprise, his body leaning one way and his face the other, clearly caught in the act. Then he smiled broadly, put his finger to his lips, and motioned for Maarek to follow.

This time, Maarek managed to get down the hallway and out of sight before the commanding officer, a Commander Buckeye, came out to investigate.

They ran back to the pilot's lounge and there sat laughing and breathing hard for a minute before Maarek asked, "What in a thousand worlds is that sound, anyway, Grommet?"

"Oh. It's just the sound of the Sand People from an obscure planet called Tatooine. I was once stationed there and happened to get lost out on the desert. I heard that sound once, and it nearly paralyzed me. I only caught a glimpse of the creatures who made it. My landspeeder was heading back to base before I realized I was in it. I tell you, it was an experience."

Maarek frowned. "That still doesn't explain why you keep howling in the hallways of various frigates."

Grommet smiled. "You ask a lot of questions, Maarek. How about we show you the sights?"

"Fine. Hey, do you know what kind of operations this ship is performing? I've just come back from an interplanetary war. It was a real mess."

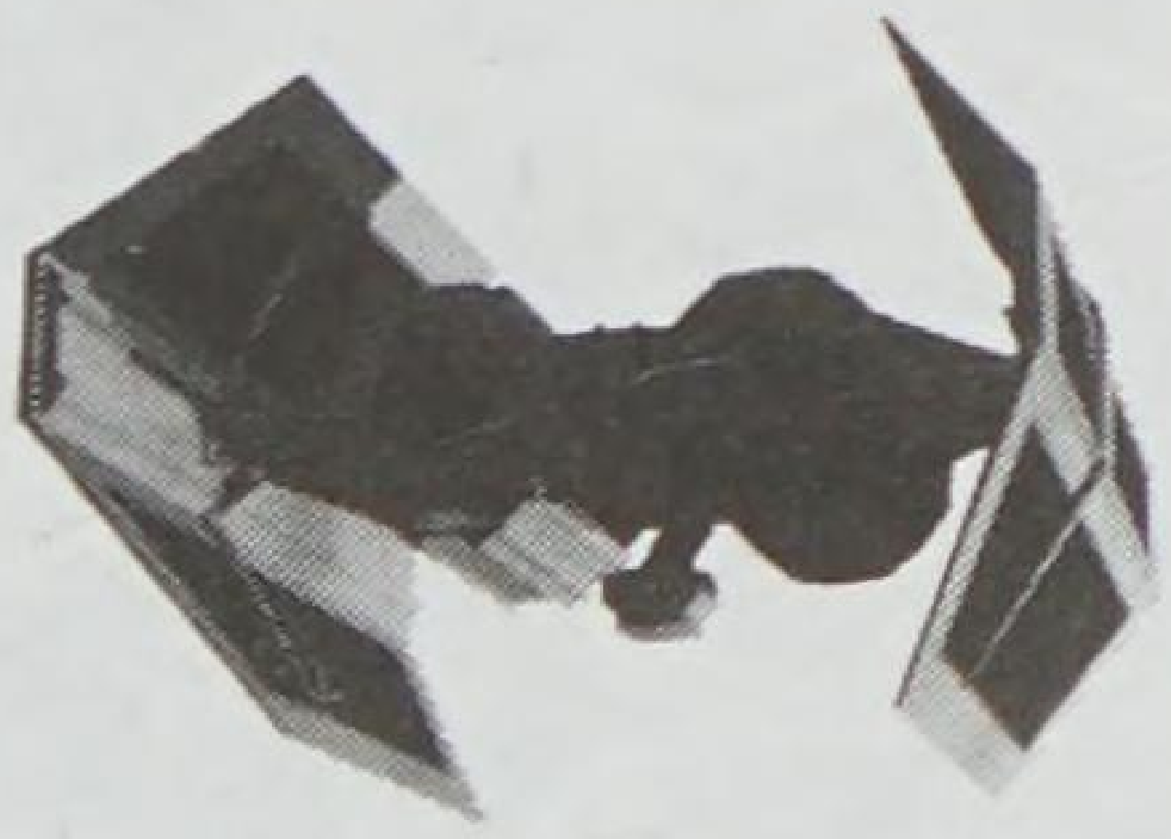
Alimet spoke up. "I think we're going to go up against some pirates," he said brightly.

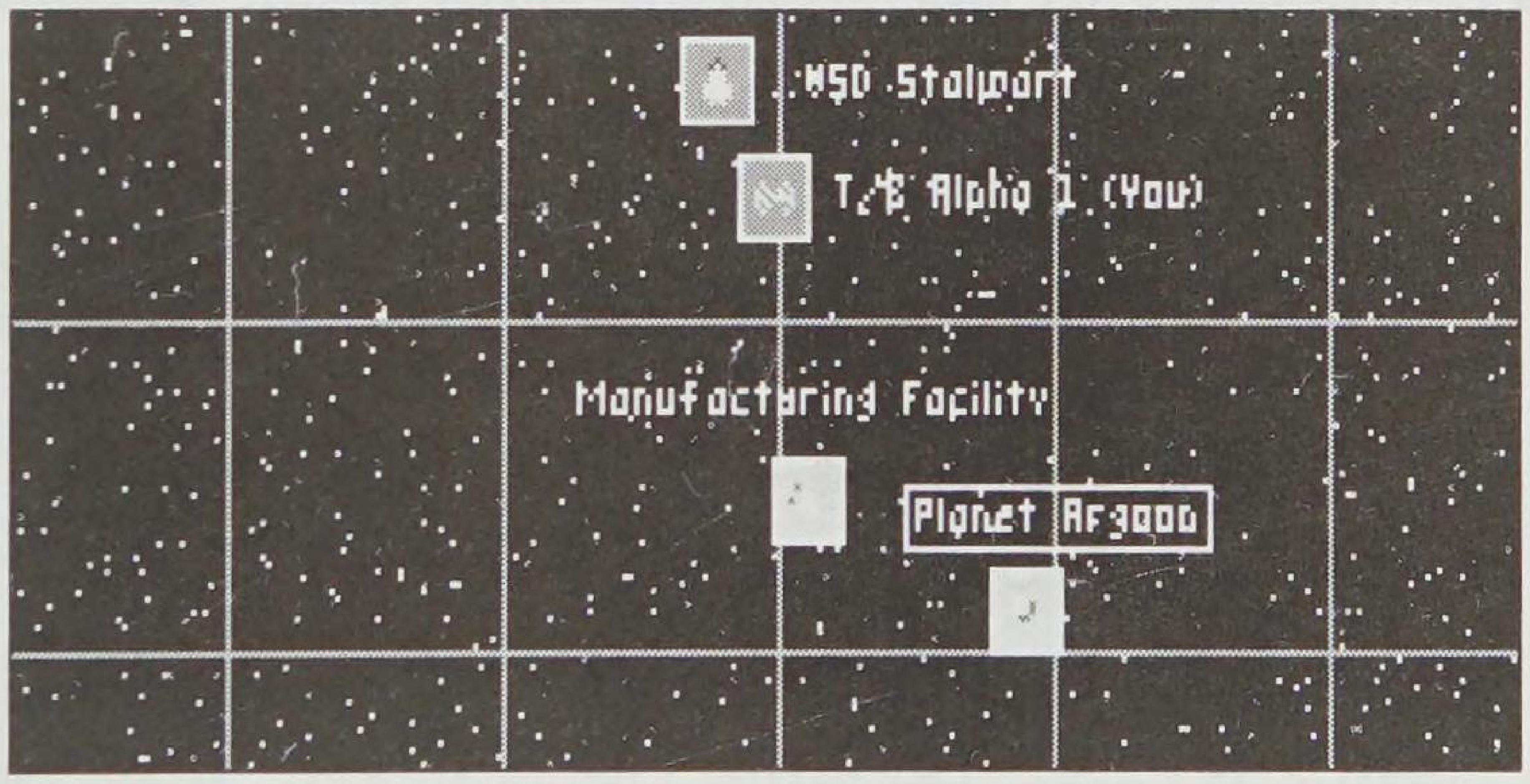
"Pirates, huh?" The thought of pirates thrilled him just as it did with almost every other kid in the galaxy. After all, who hadn't once dreamt of a life as a ruthless space pirate with all the riches, women, and adventure a man could want? But those were childhood dreams. Putting aside the visions, Maarek got back to reality in a hurry. "That should be interesting. Do you think they know what they're doing in a cockpit?"

Even Ketcher looked up at this question. But it was Grommet who answered. "That's the thing about pirates. You never know. But I figure they won't have the latest equipment. We'll take care of them."

Everyone agreed it was going to be an interesting operation. But first, they were sent to Argoon to help in the investigation of a recently abandoned manufacturing plant.

MISSION ONE: LOAD BASE EQUIPMENT





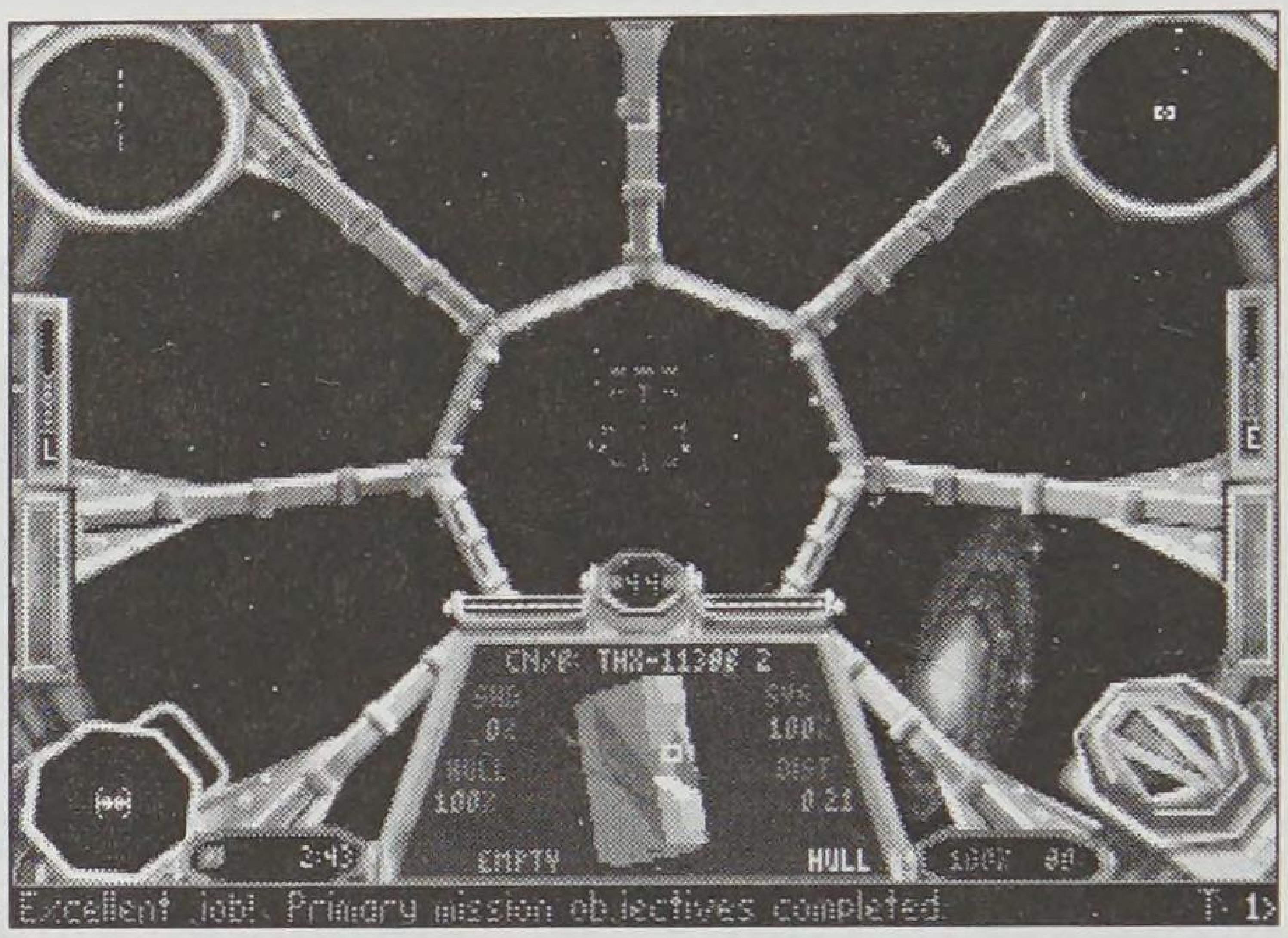
Mission Briefing

Inspect the cargo containers at the abandoned manufacturing plant near the planet Argoon. Do it quickly. A Rebel attack may be imminent. You will be in a solo TIE Bomber.

Stele's After-Action Report

I was given a solo mission assignment in TIE Bomber Alpha. I launched, starting off at 90% power and proceeding with caution. I turned my camera on, then headed over to inspect the closest container, *THX 1138B 2* at just over 3 km away. I reset laser recharge to zero for maximum speed and kept my hand on the target keys to select a new one from the list as soon as I finished inspecting each container.

After inspecting both containers of 1138B, I switched to *1139B 3* and flew inspection passes through that group. Next, I went after groups THX 1137, 1140D, and 1136A. I had completed my primary objectives already, and heavy lifters were being launched to take the station parts my inspection had revealed.

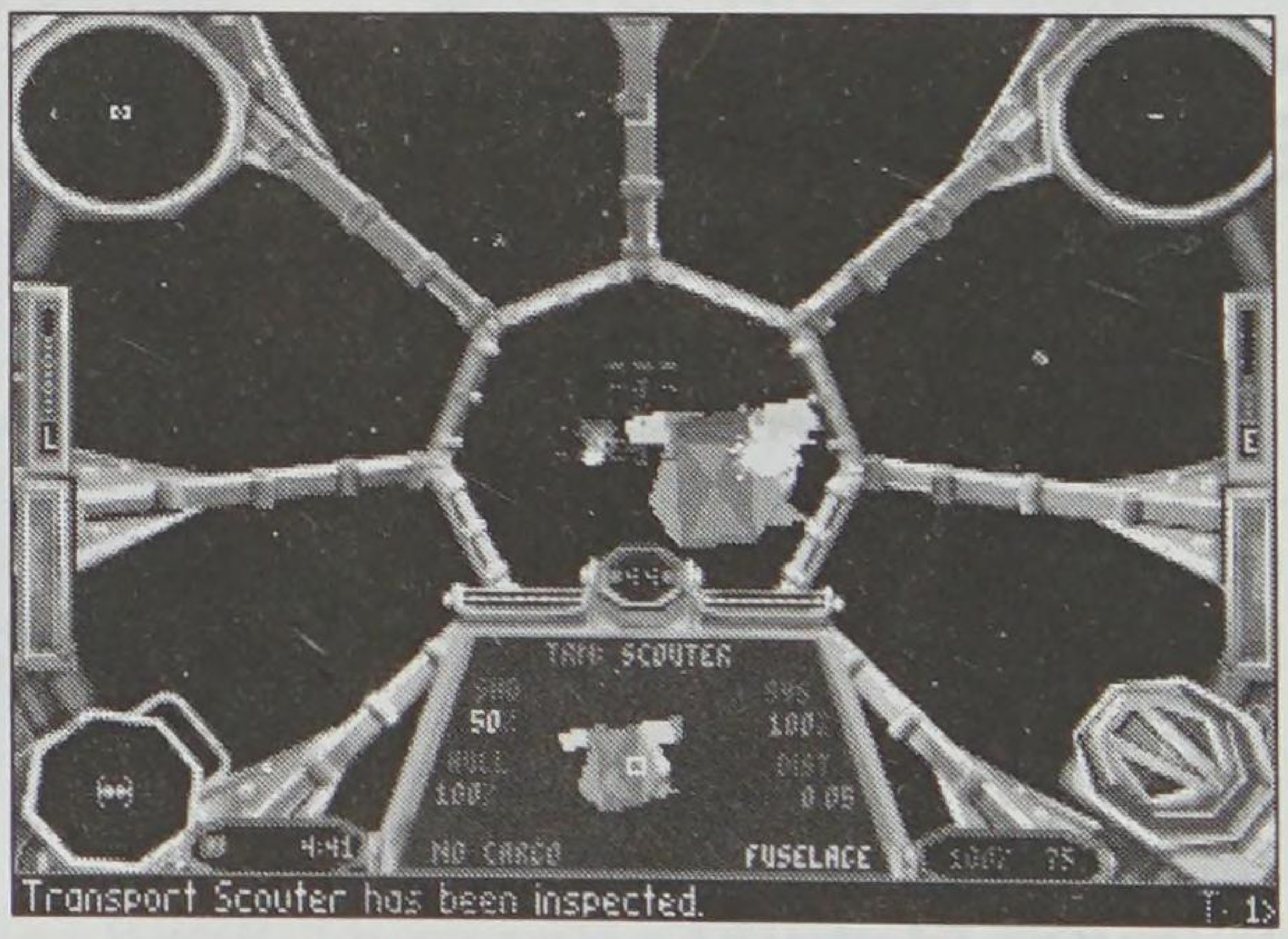


Excellent job! Primary mission objectives completed.

Primary mission complete!

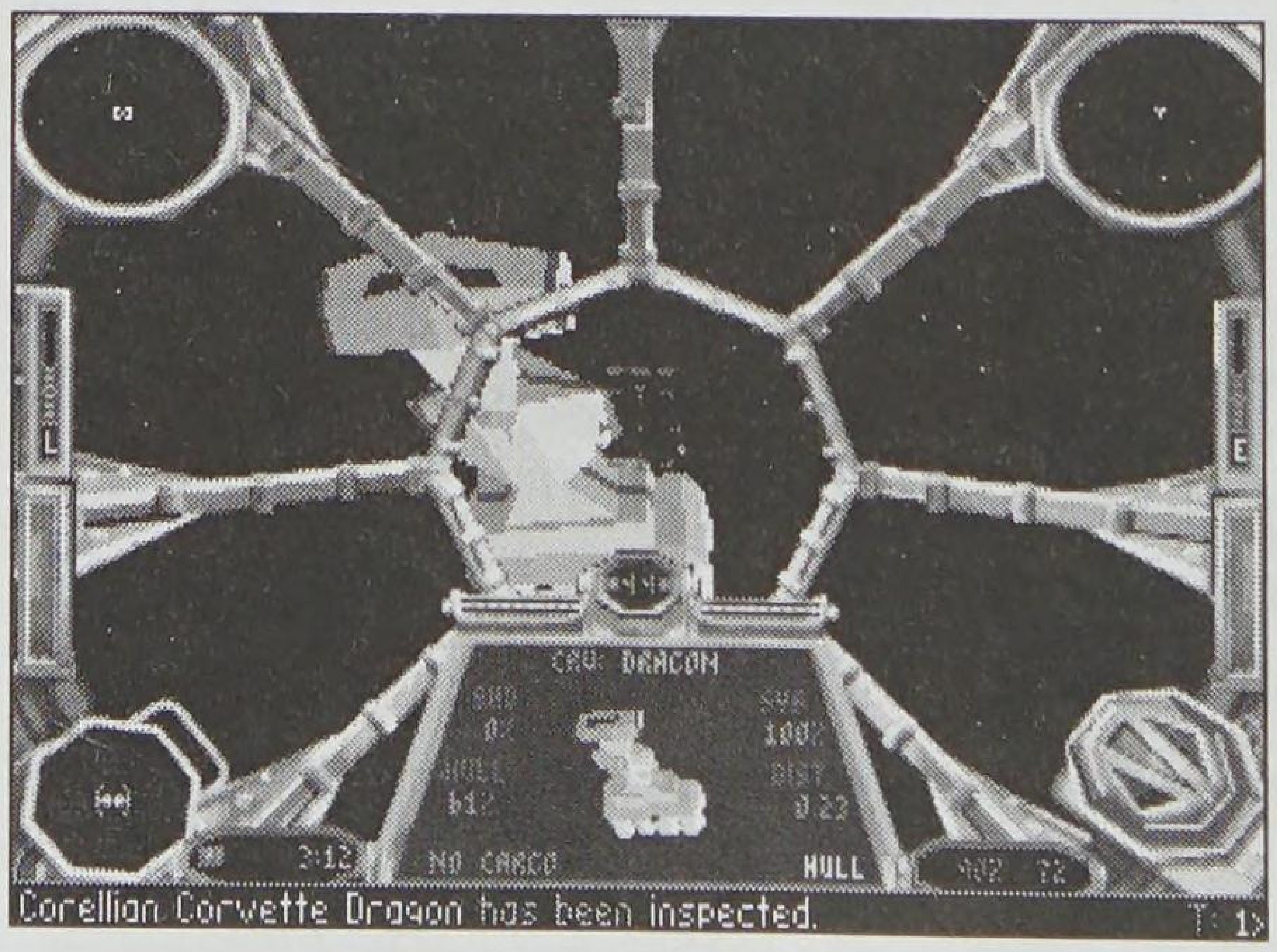
Y-wing Blue 2 entered and began launching torpedoes against the *Stalwart*. I switched to lasers and put my recharge rate to maximum. Came at the Y-wing and cut throttle to 2/3, raking him with cannon fire. The *Stalwart* launched T/F group Gamma to help out. After I had destroyed Y-W Blue 2, another Y-wing entered, but I turned my attention to the empty containers and began destroying them to remove the clutter and make the heavy lifters' jobs easier.

Y-W *Blue 1* came after me, being attacked by the TIE fighters, so I turned and finished him off. Still another Y-wing came into the area, as well as a Rebel transport (Scouter) and a Rebel corvette (*Dragon*). Meanwhile, the *Stalwart* launched some TIE Interceptors and, shortly thereafter, some TIE Bombers, which went after the corvette. I decided to



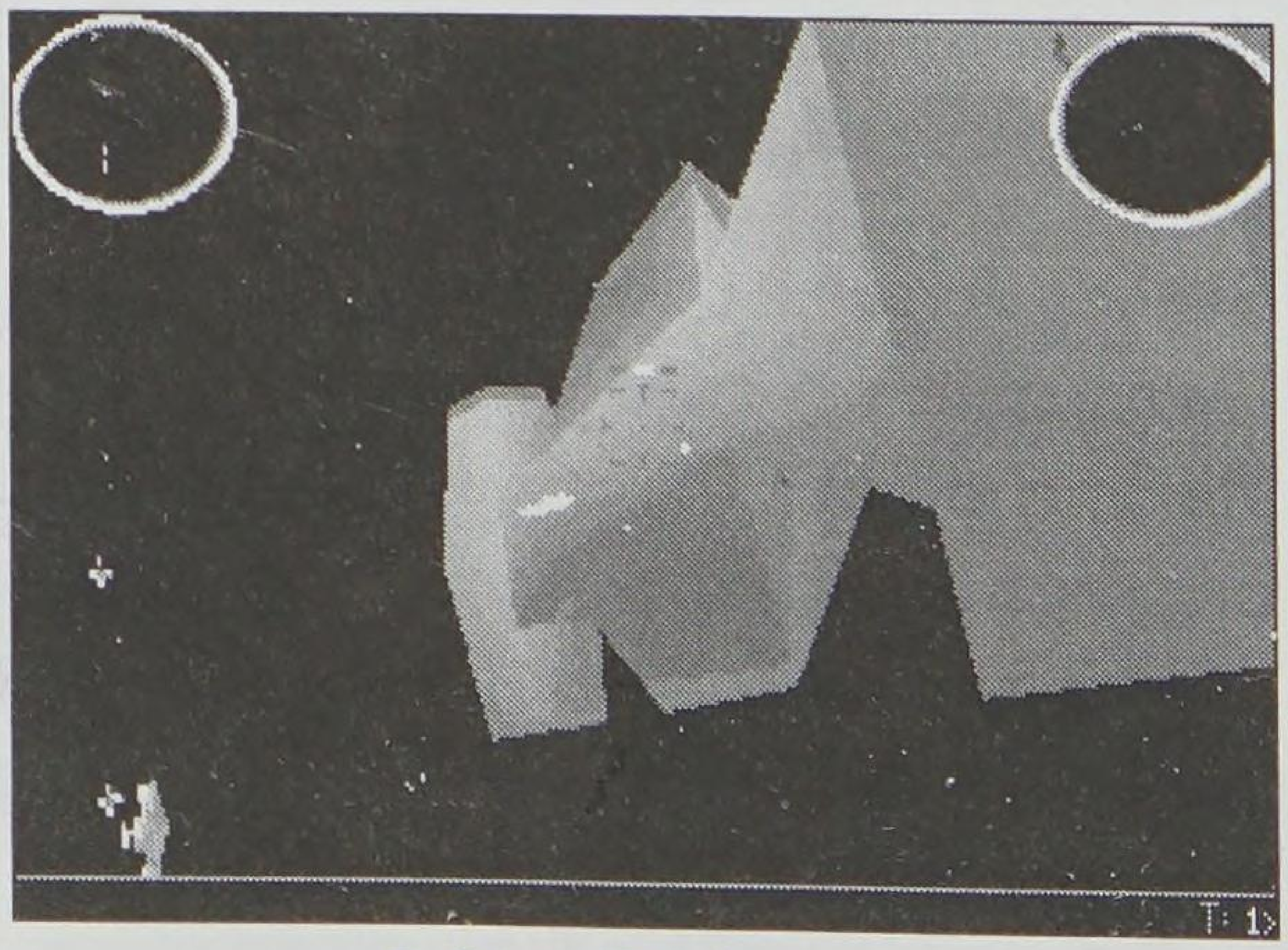
Transport Scouter has been inspected.

Going after TRN *Scouter*.



Corellian Corvette Dragon has been inspected.

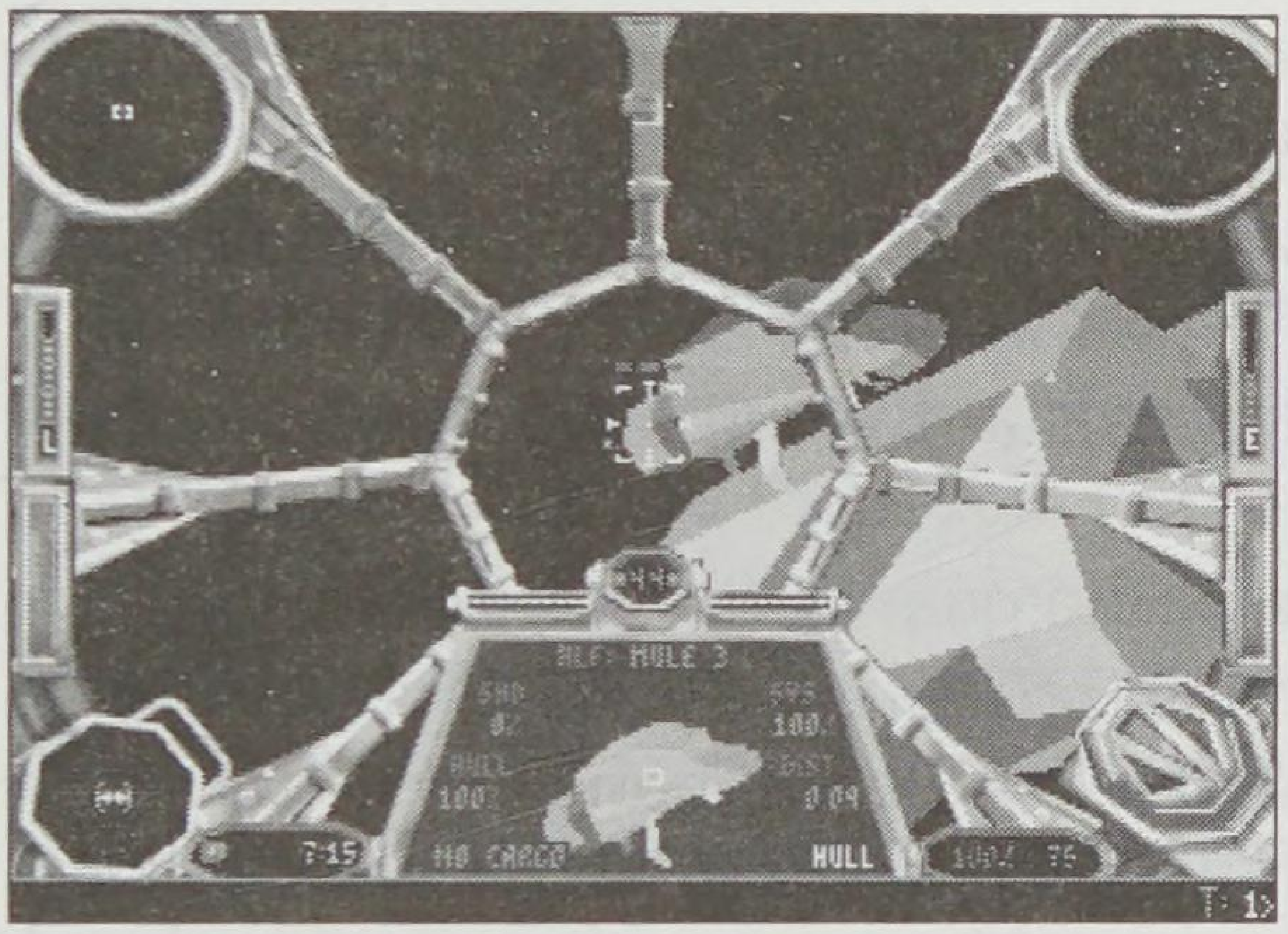
Inspecting CRV *Dragon*.



Raking the *Dragon*.

go after the corvette, too. By the time I arrived on the scene, its shields were down and I mopped it up with cannons.

Sombody destroyed TRN Scouter, which was a secret goal. Then CRV *Viper* appeared, and I switched to missiles to take some shots. Then I found myself under attack from SHU *Splinter.* Where did he come from? He got a good shot on me and my instruments went out. I had to turn and fire blind. I got within point-blank range and fired a couple of missiles into *Splinter.* Took him out.



Checking on the HLFs.

I had to wait for the automatic repair systems to return my targeting system. Meanhile the heavy lifters were busy boarding the containers and the Rebel Y-wings were getting hammered by the fighters and interceptors. *Viper* was down to only 40% hull strength, then, a moment later he was gone.

Now I had only to wait for the heavy lifters to take their loads to the Star Destroyer. Everything was clear.

A pair of X-wings and a pair of B-wings entered the area, so I switched to dual-fire missiles and went after B-W Blue 1, shooting four of them. About this time, I got the message that the heavy lifters had completed their missions. I headed back toward the *Stalwart*, figuring that I'd stayed out here long enough. As I was heading back, a Rebel A-wing got on my tail, and I barely outran him to safety.

Debriefing

Primary Goals: VSD *Stalwart* must survive.
    Inspect all of container group THX-1136A.
    Inspect all of container group THX-1137D.
    Inspect all of container group THX-1138B.
    Inspect all of container group THX-1139D.
    Inspect all of container group THX-1140D.
Secondary Goals: Heavy lifters *Mule I* through *Mule 5* must complete their missions.

There wasn't much to do aboard the *Ludwick*. For the first few days, Maarek and his friends took turns telling battle stories. They had all survived a lot of close calls, and Alimet had even lost a ship. He recounted his rescue as if it were one of the greatest miracles of all time, and everyone agreed that he had been awfully lucky.

Grommet had received his promotion at last. He was now a lieutenant, but the new rank seemed to have done nothing to settle him down. A few days after the mission at Argoon, Grommet suggested they go down to the hangar and see if they could take any ships out. "We'll say we're on training maneuvers," he said with a grin.

Of course Maarek and the others told him it wouldn't work, but he had it in his head that they needed something to do, and flying simulators wasn't enough.

They headed quickly to the hangar, which was close by. As the doorway to the main hangar opened, they could just see an Imperial shuttle settling down onto the landing pad. There were special guards at the entrance, blocking the way.

"State your business?" demanded one of the guards.

"What do you think?" answered Grommet, adopting a tone of studied nonchalance. "We're pilots. This is the hangar. We're on maneuvers."

The guard seemed somewhat satisfied with the answer, but he asked, "Do you have orders to be here?"

"Of course," answered Grommet. "From Commander Buckeye," he lied.

The guard eyed Grommet suspiciously. "It was the commander himself who told us to detain anybody coming onto the hangar. There's an important visitor."

But Grommet was too far committed to back down now. "Obviously, the commander did not mean us. Now let us through so we can go on about our business."

During this whole exchange, Maarek kept wanting to interrupt, but couldn't think of anything to say. He was ready to run or to gag Grommet — something, anything to avoid watching this idiotic stunt reach its inevitable, and tragic, conclusion. So, when the guard said, "All right. You may pass," he almost fell over. It had worked! Now, if the commander never found out . . .

They entered the hangar and quickly walked over to a row of TIE bombers. The original plan had been to take some starfighters out for fun, but now the intrigue of the arriving shuttle had snared them. They hid behind the TIE Bombers and watched as a strange-looking being walked down the ramp from the shuttle, flanked by stormtroopers.

The visitor was clearly not human, but he was in the uniform of a Vice Admiral of the Imperial Navy. In his short time serving the Empire, Maarek had learned how rare it was to find any aliens in the navy, let alone at such a high rank. The man's skin was blue, and his eyes appeared to be quite red.

His hair was blue/black and looked thick and stiff. His uniform was impeccably neat, without a crease showing, and Maarek found himself wondering if this strange creature had stood the whole time he was inside the shuttle.

Standing near the newly-arrived craft was Commander Buckeye. The two saluted and stood talking for a few moments. Maarek, whose hearing was quite exceptional for a human, could make out most of what they were discussing.

". . . difficult times. A commander who does a very good job could do very well," said the blue-skinned alien.

"Yes, Admiral Thrawn," agreed Buckeye. "There are always opportunities."

"You will be heading for Pakuuni to help set up an Imperial presence there. Do you understand your task?" The admiral's voice was deep, underscored with the inevitable ring of authority. Maarek had rarely heard anything like it. Something about Thrawn reminded him of Mordon, though there was no obvious connection between the two.

Buckeye was recounting the tactical plan to the admiral, who was beginning to look impatiently around the hangar. For just an instant, his eyes brushed by the place where Maarek and his friends were hiding. A rush of fear enveloped Maarek in the instant those red eyes seemed to focus their intensity on him. But if Thrawn had seen them, he made no indication. He simply listened until Commander Buckeye was finished, then said, "Good. See that your troops do the job. There will be no failure in this operation. It is good to see you again, Commander. I want you to begin immediately. I will hold the *Stalwart* ready when you have need of her."

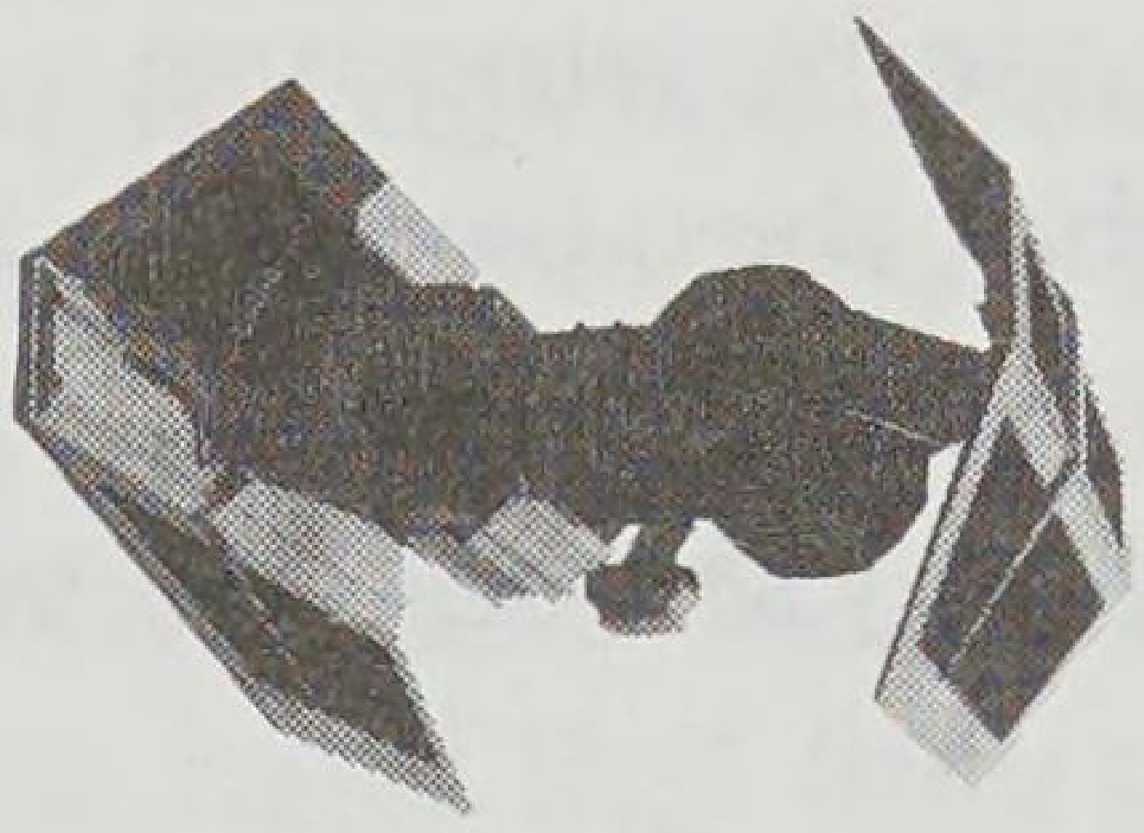
Then the admiral turned and, followed by his stormtroopers, he headed up the ramp and back into the Imperial shuttle. Commander Buckeye stepped back and gave an order. Then he left the hangar as the shuttle rose on its repulsorlifts and floated toward the hangar bay, and from there out into the vacuum.

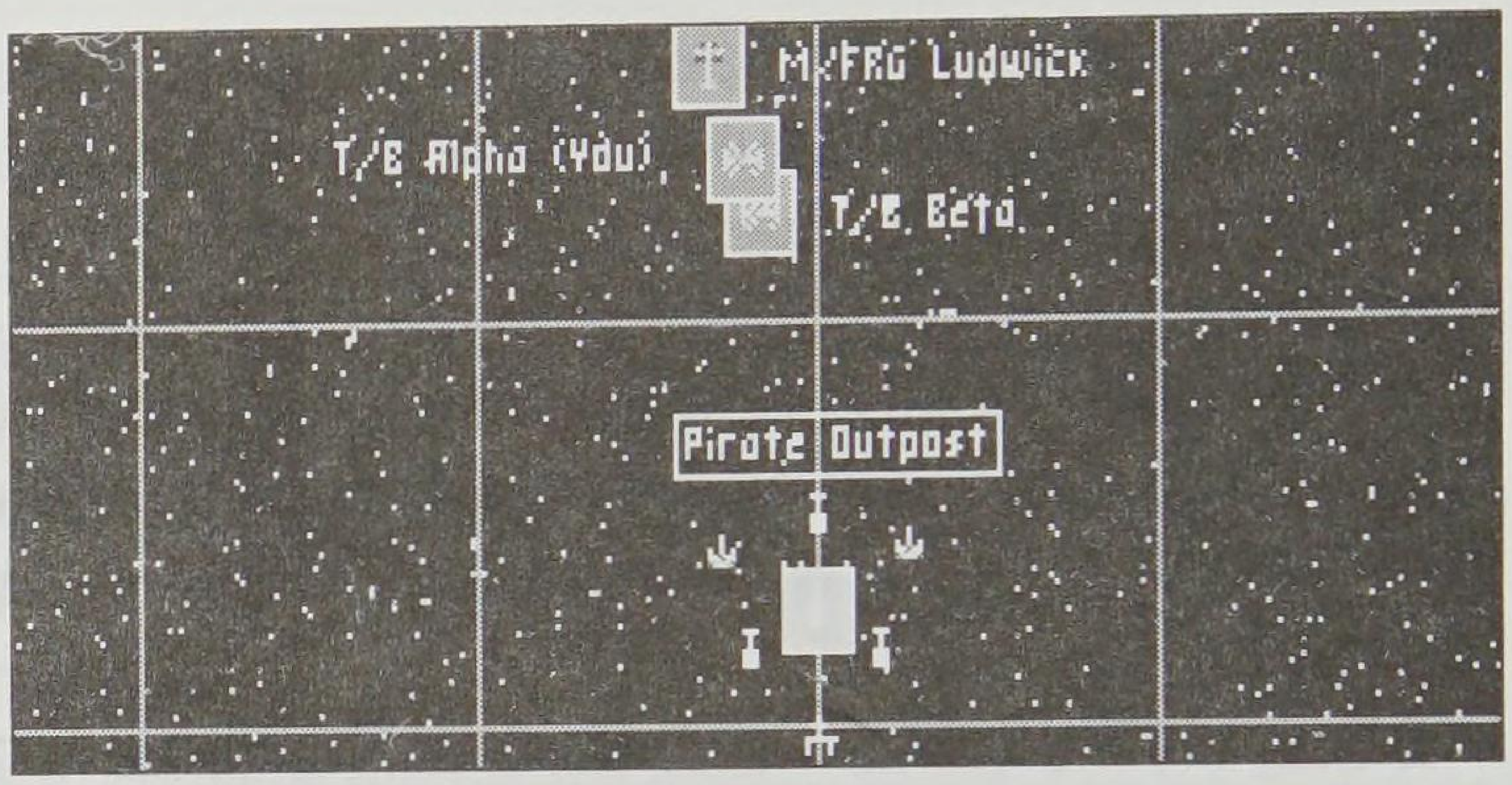
"Looks like we're on the move again," said Grommet.

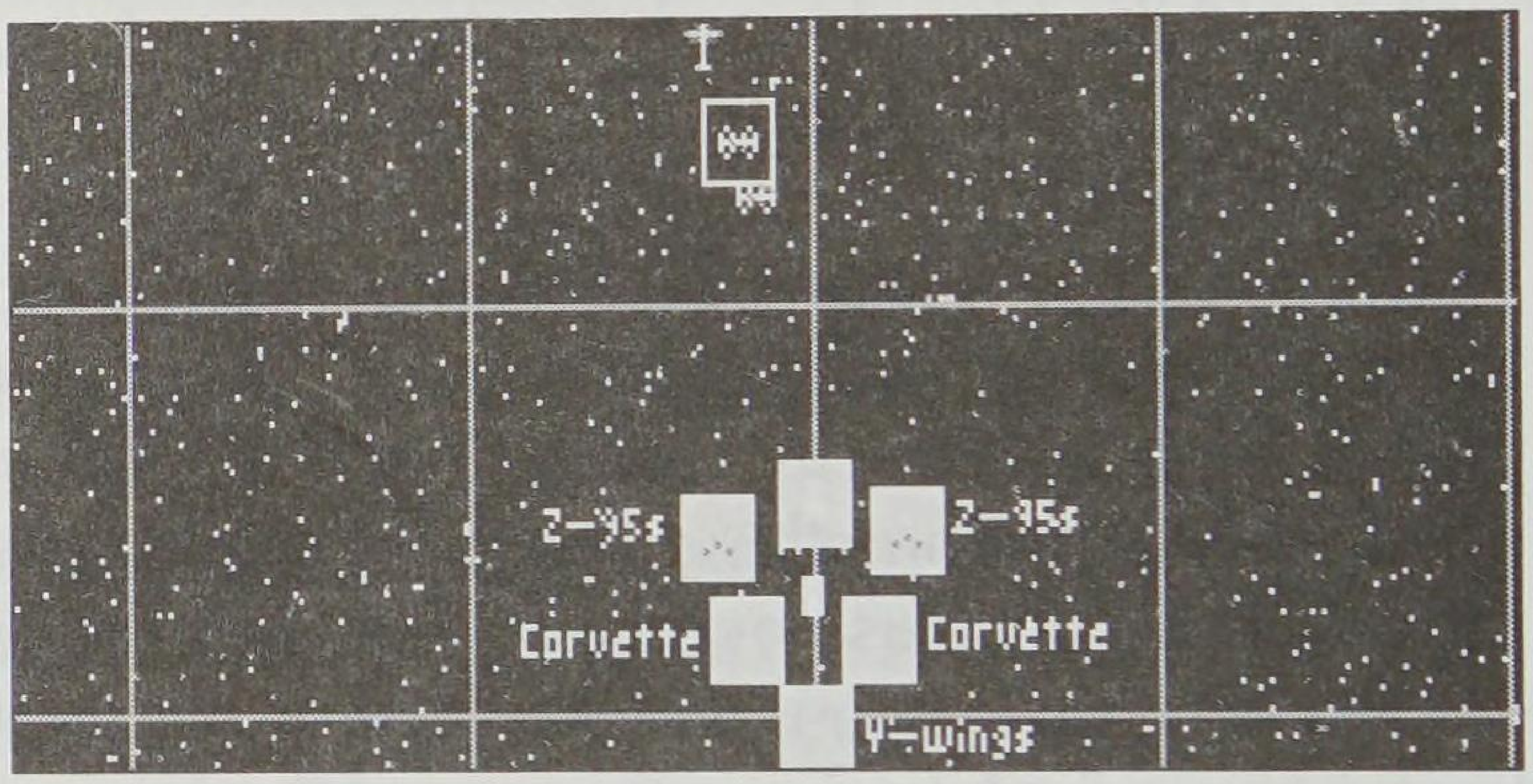
"Right," said Alimet. "I guess we should get ready for a jump."

Maarek looked around at the various starfighters around the hangar. Suddenly everything looked different. There was something about Thrawn, an aura of power that Maarek still felt in his bones. He followed his friends in a daze. Everything seemed new. Even the colors aboard the Frigate were more vibrant. Something inside him had changed, though he couldn't imagine what it was.

MISSION TWO: DESTROY PIRATE OUTPOST





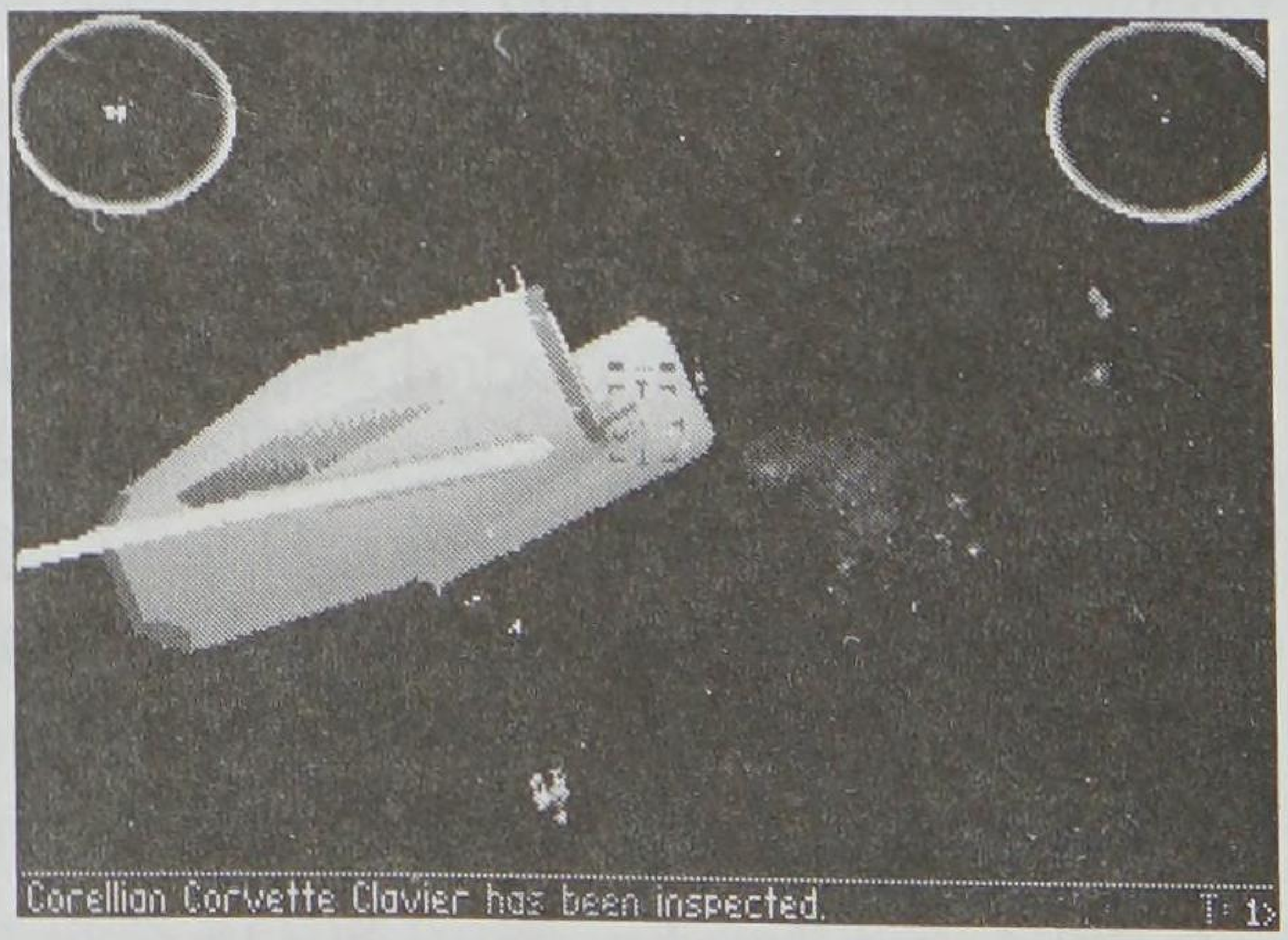


Mission Briefing

The Empire has identified a particularly unruly area of the Outer Rim. In the Pakuuni system, pirates and smugglers have had their way for far too long. It's time to put an end to their predations on intergalactic trade. Vice Admiral Thrawn has been instructed to clean up the area and construct an Imperial base. You will act as flight leader in a three-ship group of TIE Bombers. Clean up the area and take out the pirates' armada. Destroy their corvettes, Z-95s, and Y-wings. Word has it that there may be a Rebel presence in the area, as well.

Secret Order

Inspect all containers before you destroy them. We may find some unexpected contents. Be prepared to protect our ships while they board and retrieve the contents of any cargo ships you inspect.



Corellian Corvette Clavier has been inspected.

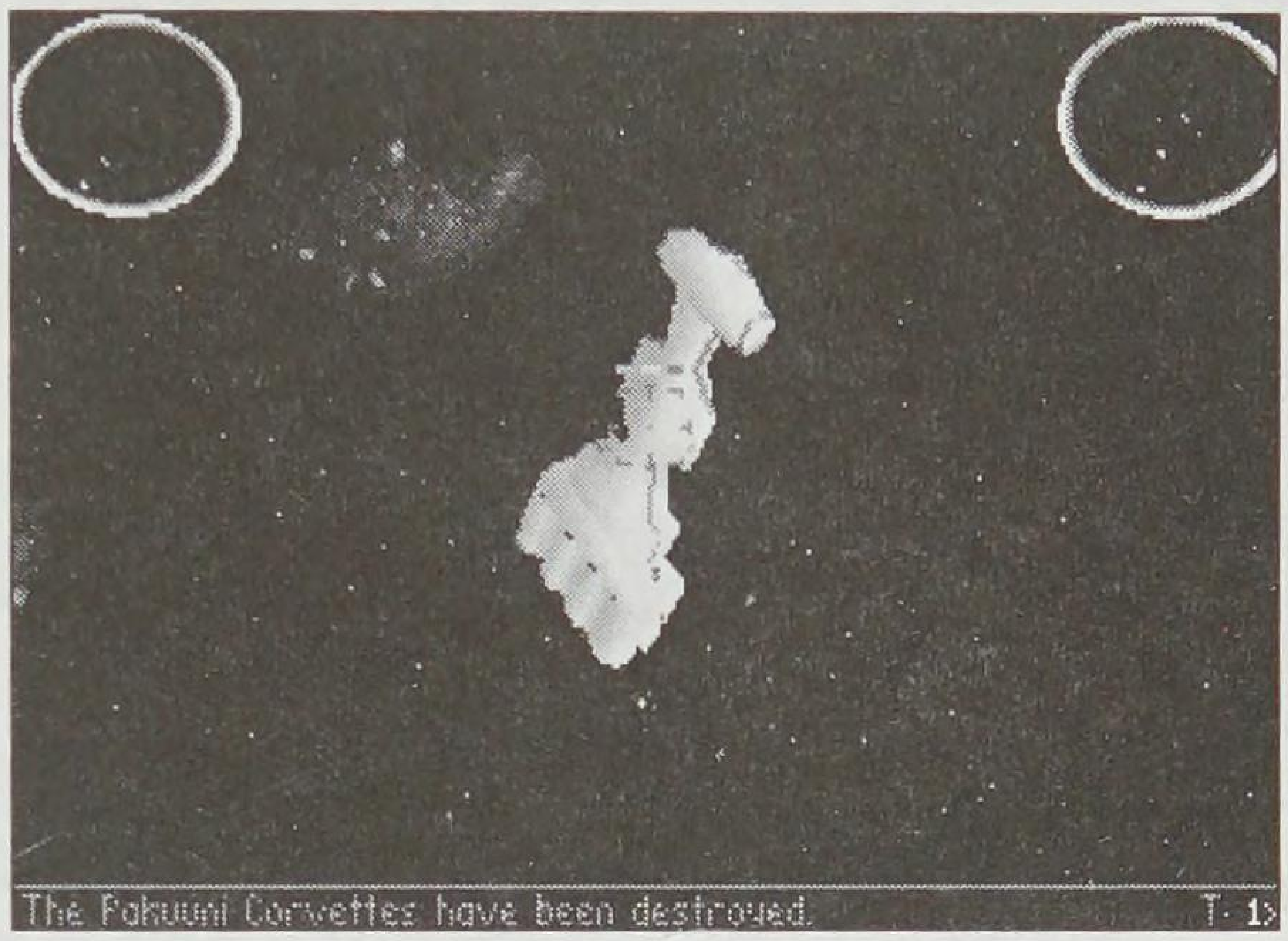
Inspecting the *Clavier.*

Stele's After-Action Report

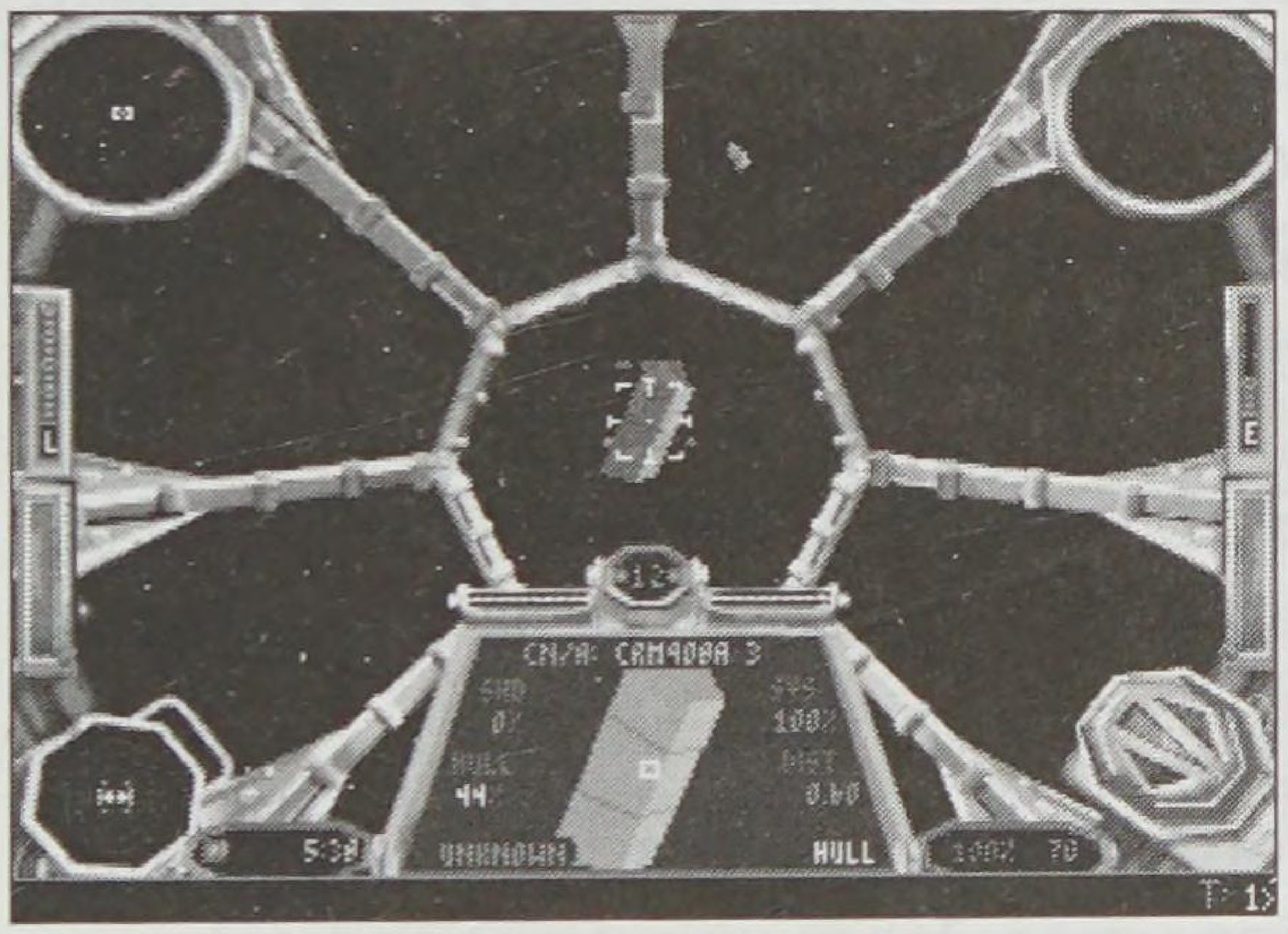
My assignment was to engage enemy corvettes, so I targeted corvette Leach and ordered my wingmen to attack it. Then I switched to torpedoes, picked corvette *Clavier*, and fired five torpedoes at it as soon as I got a lock. This took the shields out completely and left its hull at

40%. I set my laser recharge up and fired a few shots at its top laser turret and the *Clavier* blew up.

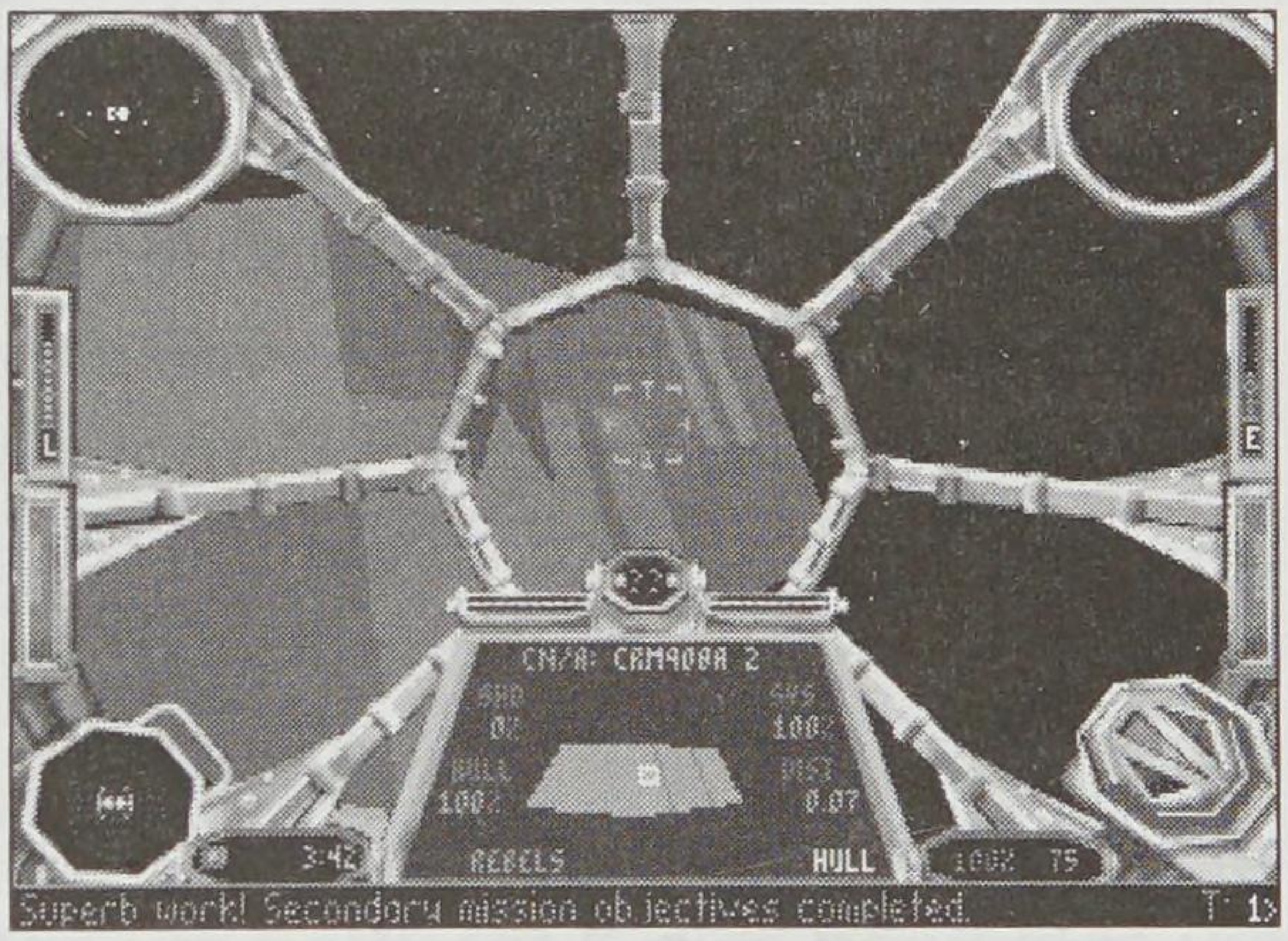
I began dogfighting Z-95s, but took the opportunity to inspect the containers in group CRM908A. One container, *CRM908A-1*, was carrying some fugitive Rebels, three others had Pakuunis. As soon as the Rebels were located, an Assault Transport was sent out to board and capture the container.


The Pakuuni Corvettes have been destroyed.

Last of the Pakuuni CRVs is destroyed.

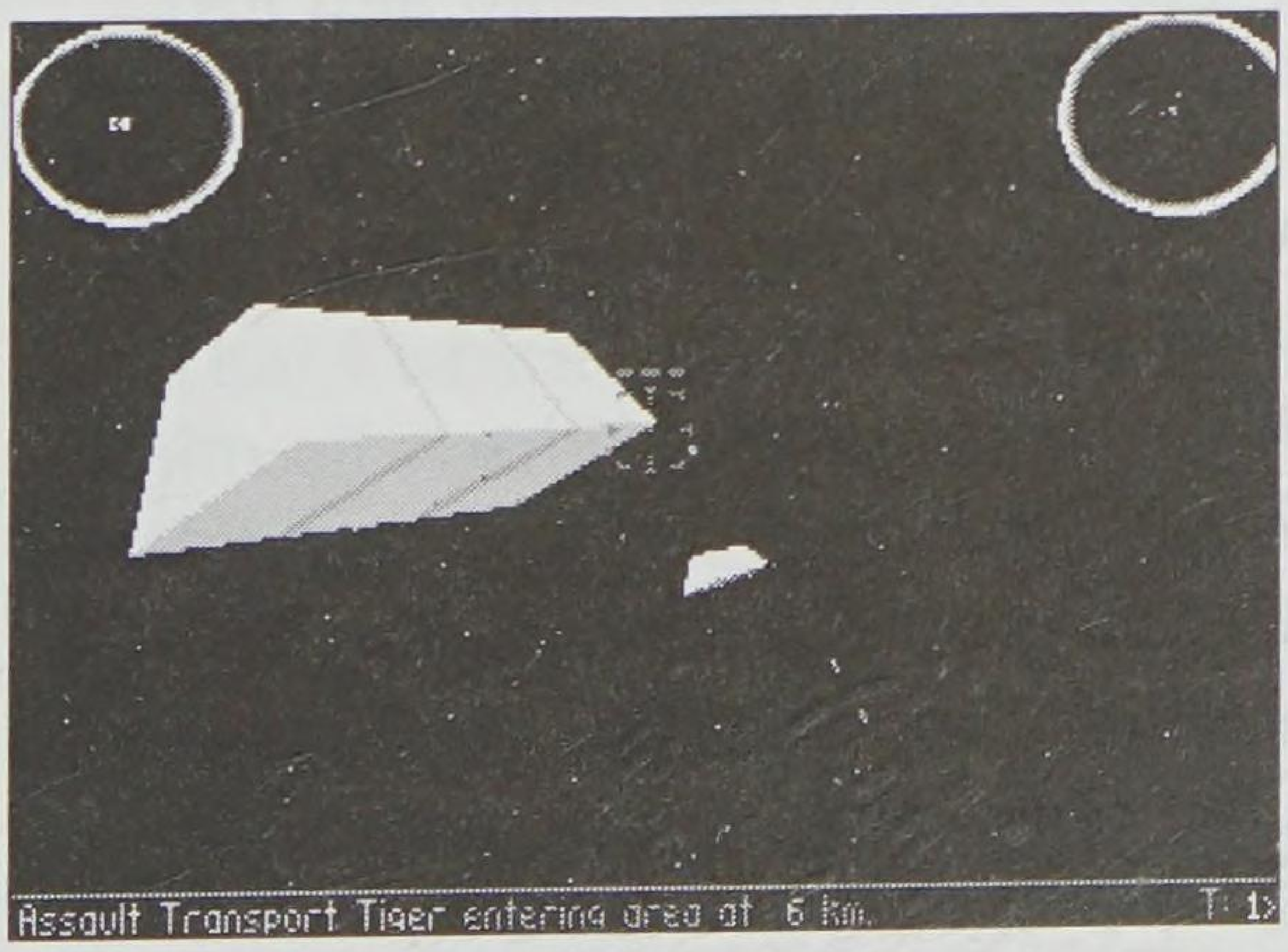

CN/A: CRM908A 3
SHD
0%
SYS
100%
HULL
44
DIST
0.60
5:38
UNKNOWN
HULL
100% 70
T: 1>

Heading in to inspect CN/A *CRM908A 3*.

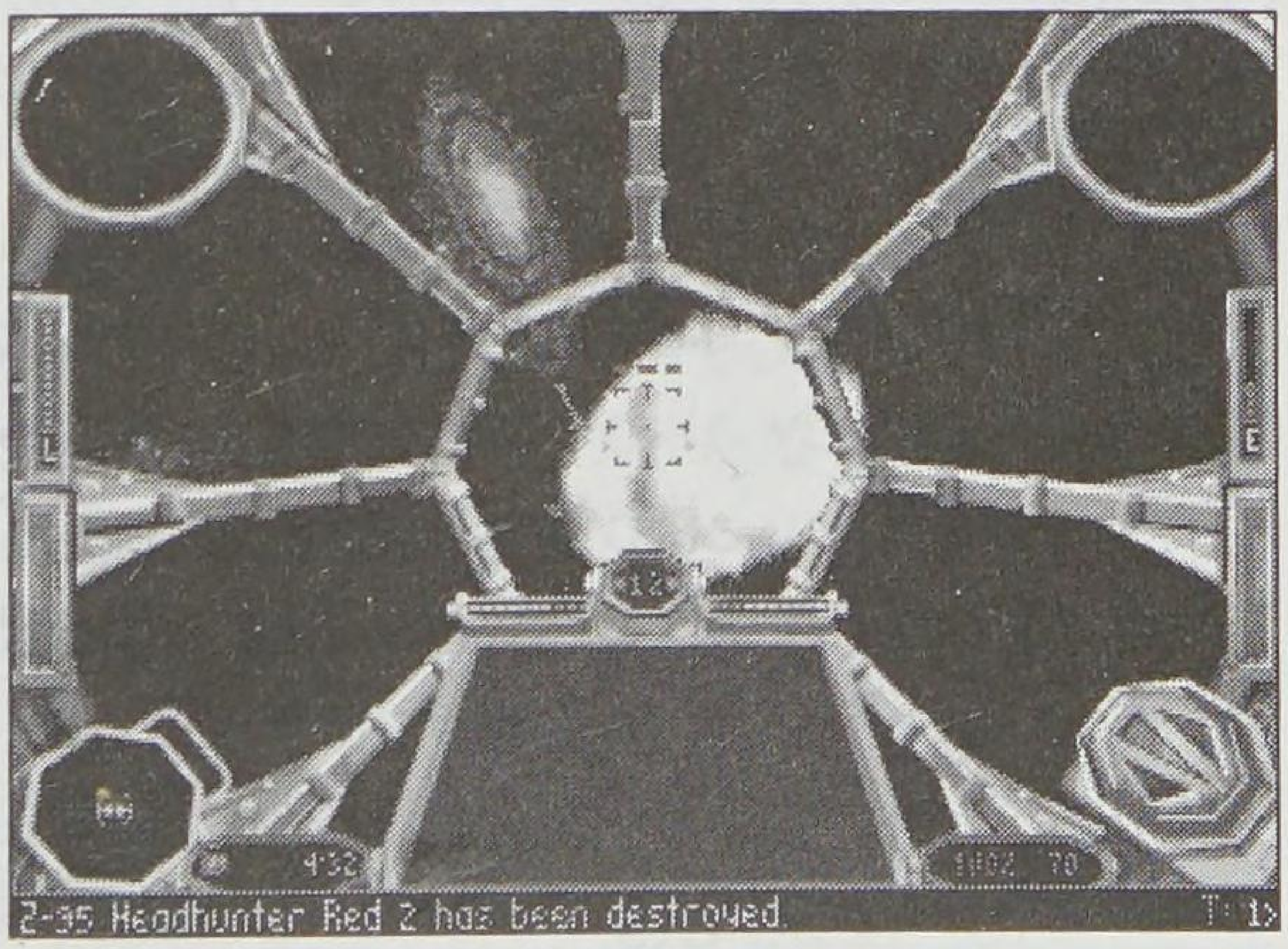

Superb work! Secondary mission objectives completed.
CN/A: CRM908A 2
SHD
0%
SYS
100%
HULL
100%
DIST
0.07
3:42
REBELS
HULL
100% 75
T: 1>

Finding the hidden Rebels.

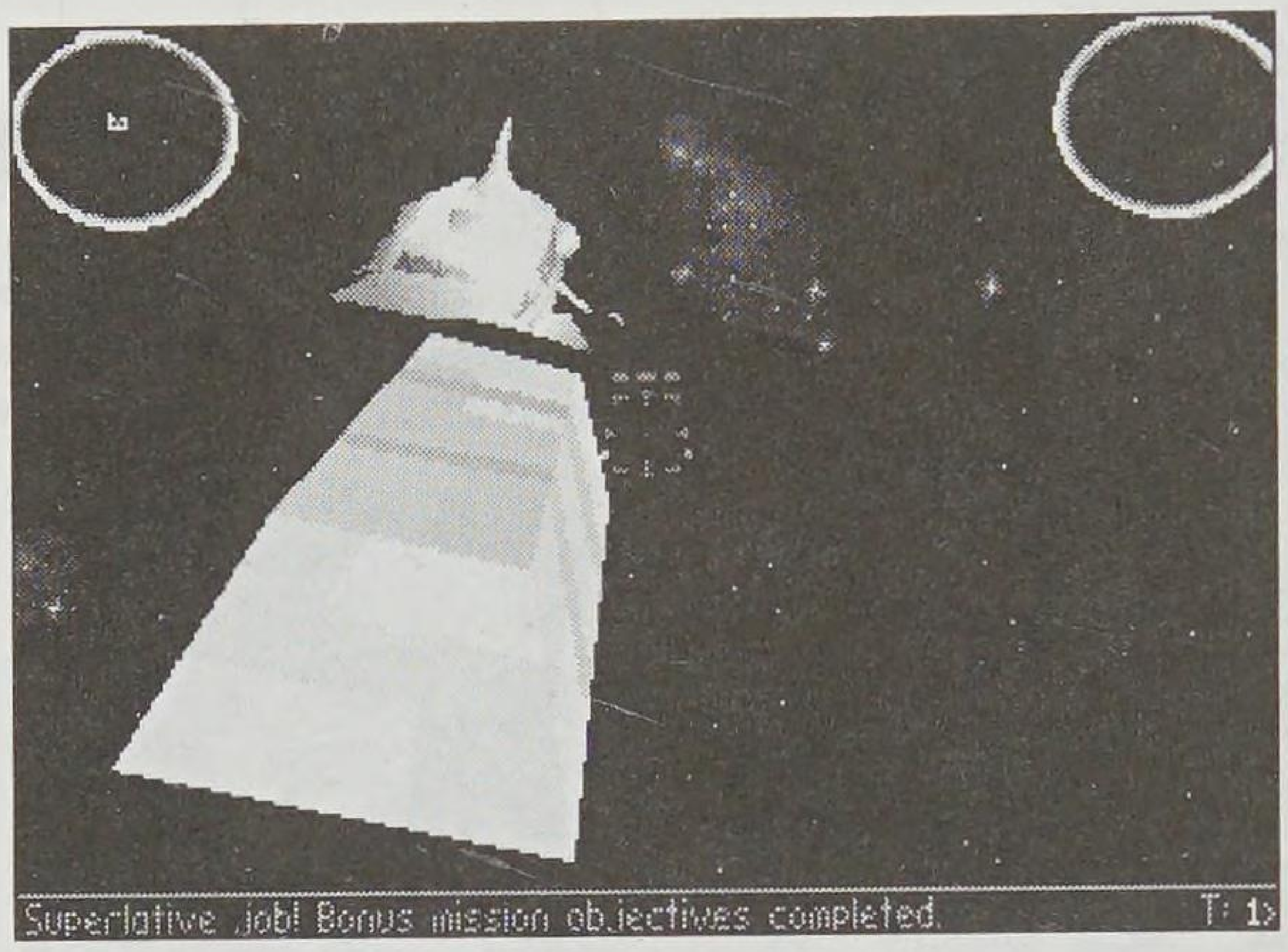
I set my lasers to full recharge and picked out a Z-95. I noticed that Z-95 Red was attacking my wingmen, so I swung around and destroyed them so my wingmen could launch their torpedoes.


Assault Transport Tiger entering area at 6 km.

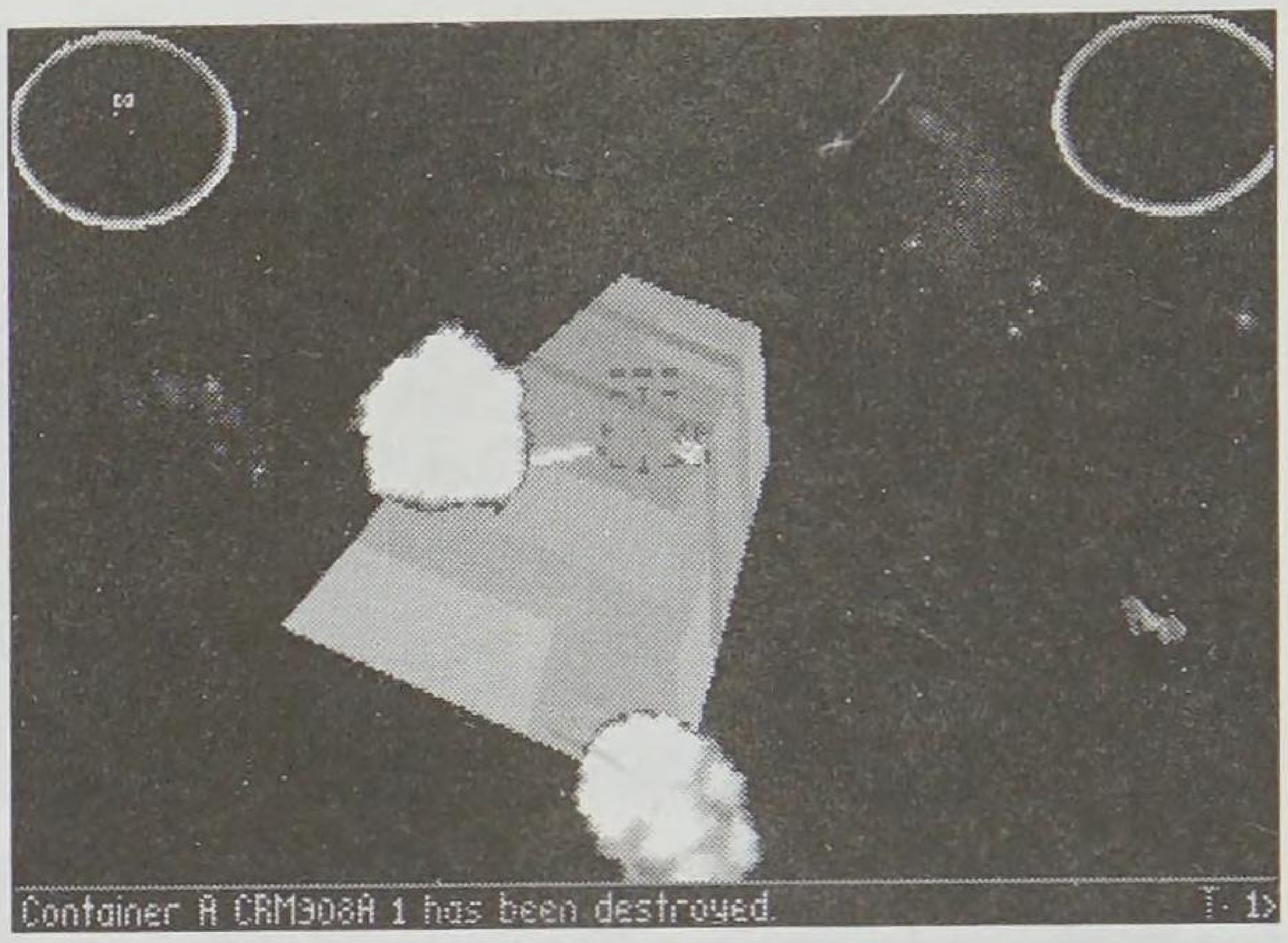
Enter ATR *Tiger*.


Z-95 Headhunter Red 2 has been destroyed.
4:32
100% 70
T: 1>

Death of a Headhunter.


Superlative job! Bonus mission objectives completed.

Tiger completes docking.


Container A CRM308A 1 has been destroyed.

Destroying the containers.

TIE Bomber group Beta got the third corvette, and then some Y-wings entered the battle. I dealt with Y-wing *Blue 1* and headed out to inspect the rest of the containers As there was no longer an enemy threat, I cut my speed to one-third to more easily inspect the containers. After inspecting all the containers, it was time to destroy the ones that had no cargo. A Rebel A-wing Red had entered the area. It was 13 kilometers off so I didn't worry about it yet and proceeded to destroy all the containers except the one with the Rebels. Then, when the *Tiger* had finished its mission, I cleaned up by blasting the last container to bits and got the "primary mission objectives accomplished" message.

Rebel A-wing *Red 1* was still 10 kilometers out. I headed back toward my command ship. I throttled my engines up to 100% (backspace key), and I hit "R" to target the A-wing again just in time to see it get wasted. The A-wing was foolish enough to fly within range of my command ship's lasers. The *Ludwick* toasted it!

NOTE: A-wings Gold go after the player. They are Ace pilots and carry missiles.

Debriefing

Primary Goals: The FRG *Ludwick* must survive.
    Destroy CRVs *Leach*, *Clavier*, and *Grapler*.
    Destroy all of container group DLC11A.
    Destroy all of container group CRM908A.
    Destroy all of container group CG-78.
Secondary Goals: Inspect special container in group CRM908A.
Bonus Goals: Assault Transport *Tiger* must complete boarding operations for 1250 pts.
    Special container CRM908A must be boarded for 750 pts.

"When are you ever going to learn to keep your mouth closed?" asked Alimet grumpily, as he dragged the remains of a sentry droid into the growing pile of metal and slag on the hover platform.

Grommet was pulling apart a blasted-out control panel, with Maarek on the other end. "It's a small price to pay, I'd say," he answered calmly, grunting as he pulled.

"All the same," Maarek offered, "I think we got off easy. It could have been a lot worse."

They were down on the pirate's base, helping tear it apart in preparation for the arrival of the new Imperial base equipment. As it turned out, the guards had informed Commander Buckeye about the matter of four pilots who had sneaked into the hangar during his meeting with Thrawn, but the commander had been too busy to deal with them until after the first Pakuuni mission was over. He had little trouble identifying which pilots were involved, however, and punished them by putting them on this clean-up duty, a real slap in the face. Ordinarily, Imperial pilots would not be required to perform such menial duties, especially if they did not involve flight operations or the maintenance of their own areas of the home base.

But Maarek was right about one thing. The punishment could have been worse. Much worse. Fortunately, Commander Buckeye was a good leader and he realized that these transgressors were four of his best pilots. In the mission at Argoon, they had all performed well, and against the pirates, they had been very effective, even helping to discover some hidden Rebels among the cargo containers.

In reality, this wasn't at all a punishment. Oh, they had to work hard, but it got them off the frigate and for pilots on extended duty aboard Imperial ships, the most difficult times were those between missions when there was almost nothing to do. As the four friends poked around amid the destruction of the pirate base, they were able to escape the inevitable post-mission boredom.

Not that there was anything of any value left. Either taken by fleeing pirates, appropriated by the initial inspection crews, or blasted to slag, all that remained of the base were fragments of the odd droid or small transport, plus various remnants of storage areas and control rooms.

That's why it was so remarkable when Ketcher, who had been working off by himself nearby, came running over, ducking under the twisted wreckage of a hatchway, to show them what he had discovered.

"What is it?" asked Grommet, reaching for the small, shiny crystal in Ketcher's large hand. But Ketcher drew his hand back.

"I don't know," he said. "But I'm keepin' it."

"You'll get in trouble, you know," said Alimet. "They told us to hand over anything unusual. That looks like something valuable."

"Right," said Ketcher. "And I'm keepin' it." Then, before anyone could stop him, he put the small crystal in his mouth and swallowed it.

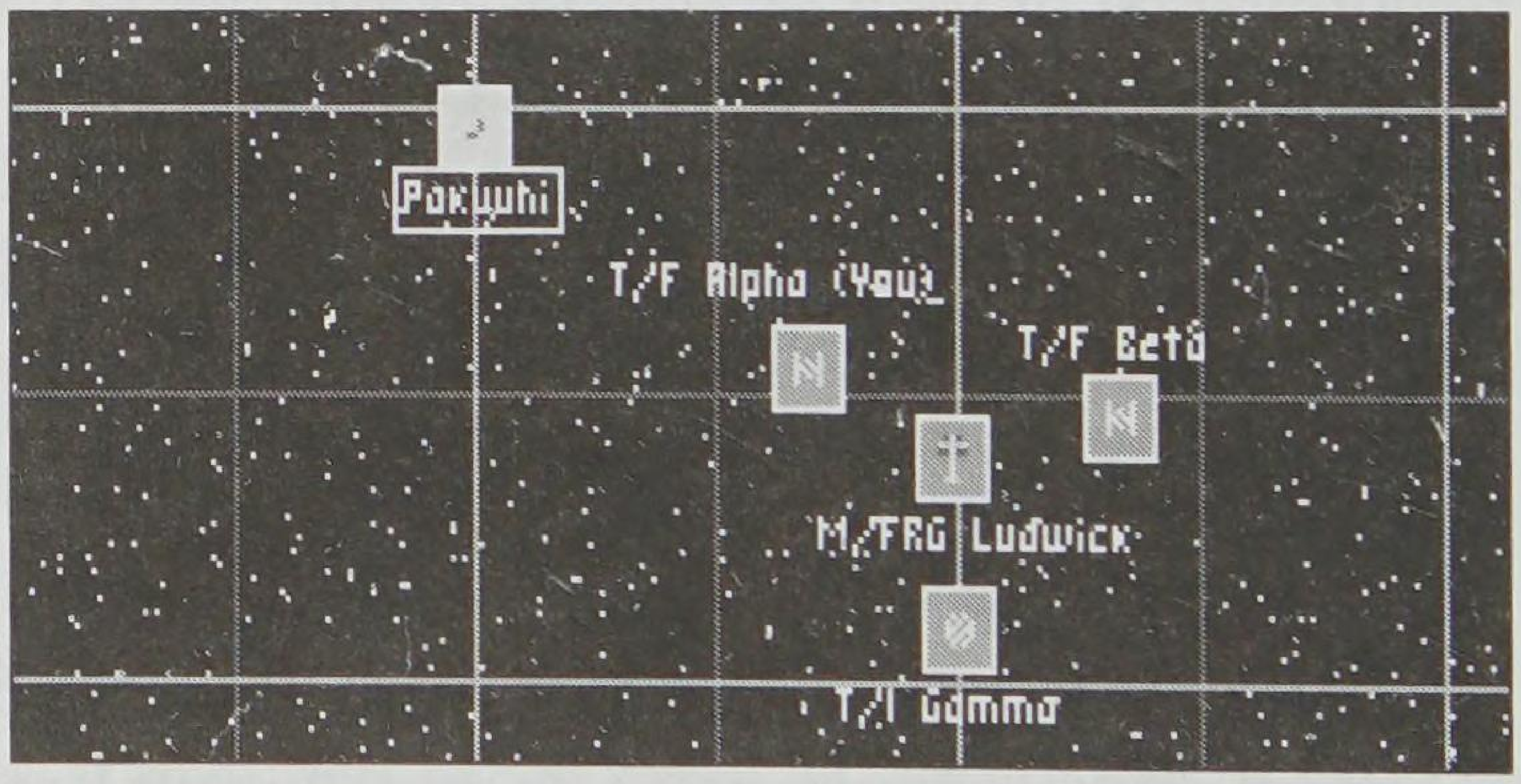
Maarek had a bad feeling about this development. "You sure you want to do that?" he asked, too late.

Ketcher normally said little. "Guess it don't matter now," was his reply.

They fell silent, each lost in his own private world of thought, and returned to their labors. The discovery of a mysterious, unknown crystal represented something different to each of them. For Maarek, at any rate, this glowing gemstone represented something dangerous, with a power of its own, though he supposed to the others it simply represented something of immense value, or perhaps, an object of surpassing beauty. And then there was the thrill of keeping something back — a small moment of personal triumph over the system. But they weren't supposed to be thinking that way. Were they?

Soon after, they were called back to the ship. The convoy was about to arrive.

MISSION THREE: HOLD POSITION

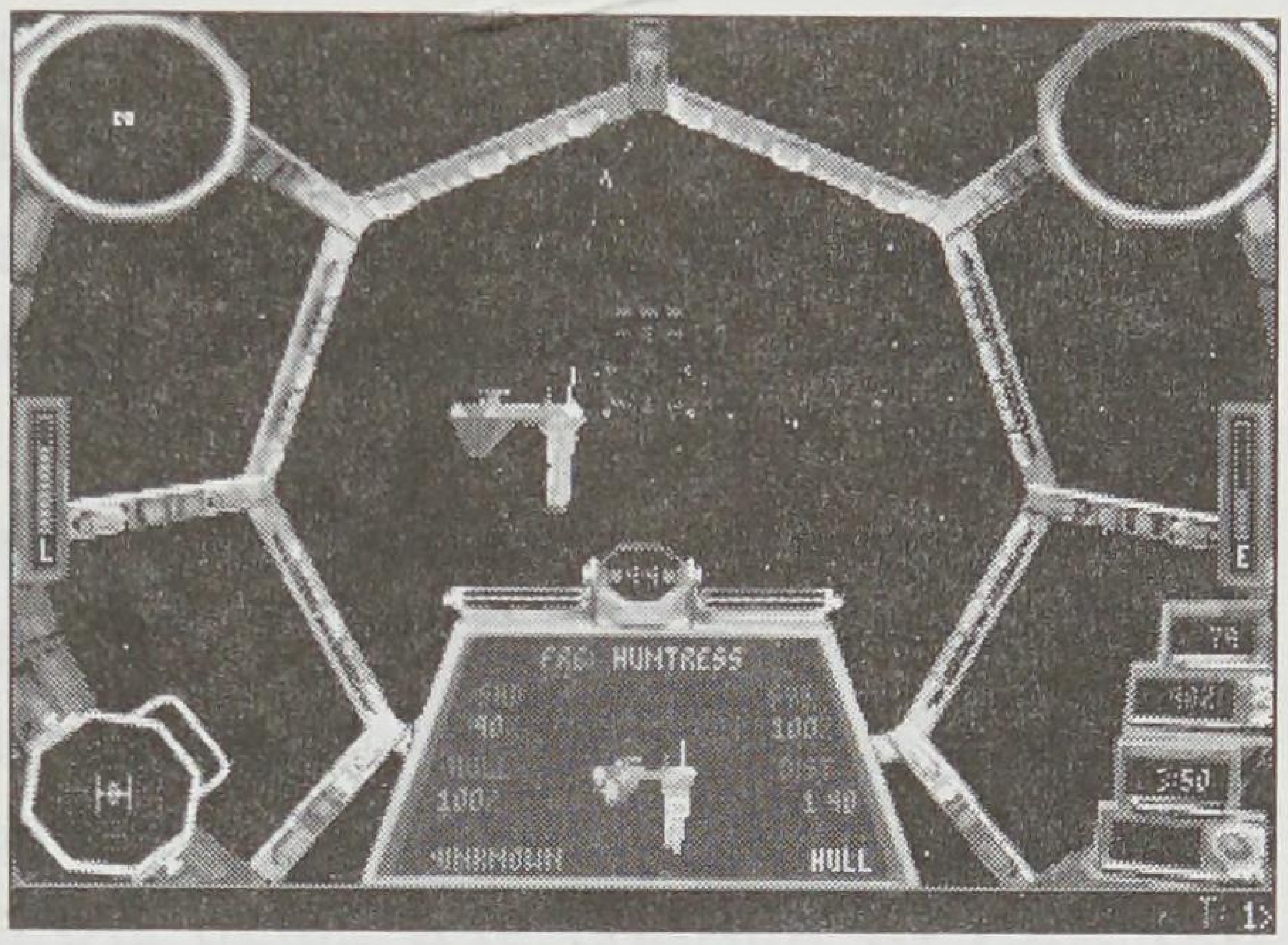


Mission Briefing

Now that we have driven out the pirates, we must hold this position until the convoy arrives to establish the new Imperial installation here. Within about ten to fifteen minutes, the convoy should begin to arrive. Be on the lookout for any counterattacks by pirates and/or Rebel forces. You will act as flight leader in a four-ship group of modified TIE fighters, each carrying eight concussion missiles.

Stele's After-Action Report

As I launched, it was a changing of shifts. As our flight group came out of the hangar, several others were going back in. I cruised at 90% thrusters, watching for any sign of intrusion. I didn't have to wait long. At 55 seconds

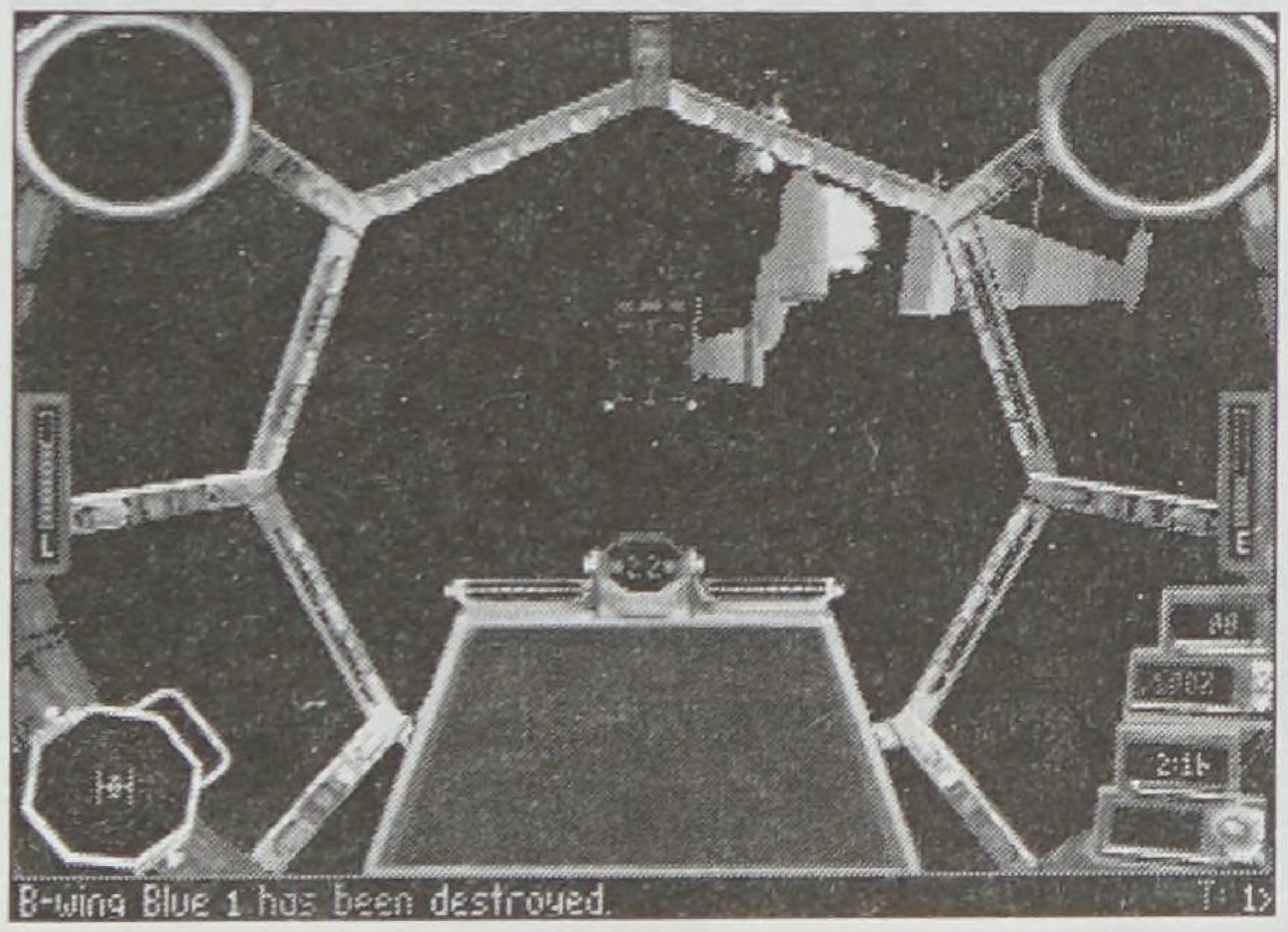


The *Huntress*

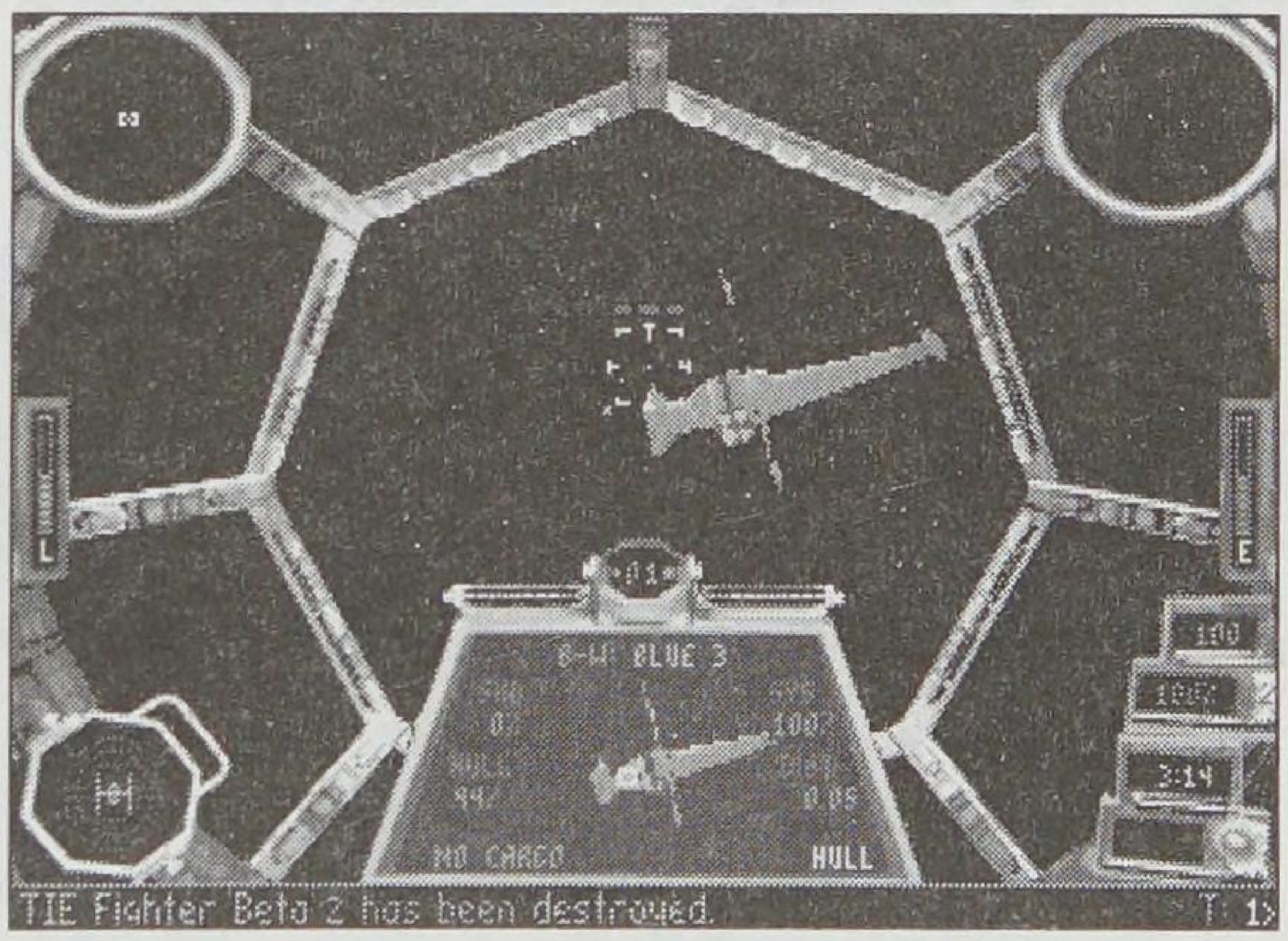
after launch, a Rebel Frigate entered the area. I pressed "C" to turn the camera on.

It was the Rebel Frigate *Huntress* — a ship I had heard about somewhere. They were launching Z-95s and B-wings at the same time, and I picked the B-wings as our first targets. B-wings represented a more serious threat to our command ship than the Headhunters.

I switched the missiles in dual-fire mode, then targeted a B-wing — *Blue 3*. Hit it with four missiles, then immediately picked another B-wing and assigned my wingmen to attack (Shift A). I picked another one for myself, using four more missiles. The B-wings were quickly destroyed, but there were still X-wings and Z-95s to fight.


B-wing Blue 1 has been destroyed.

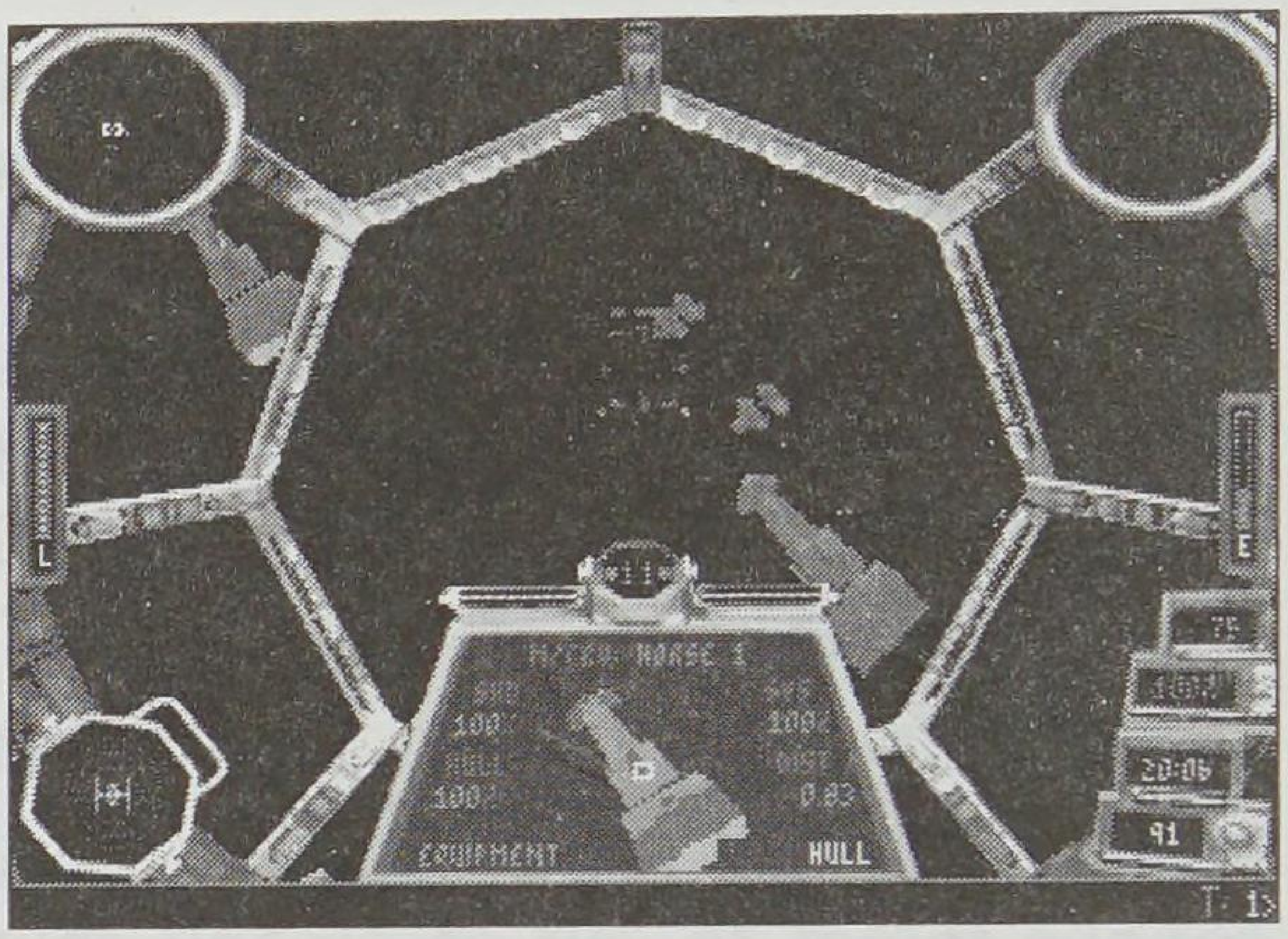
Taking out B-W *Blue 1.*



TIE Fighter Beta 2 has been destroyed.

Going after B-W *Blue 3.*

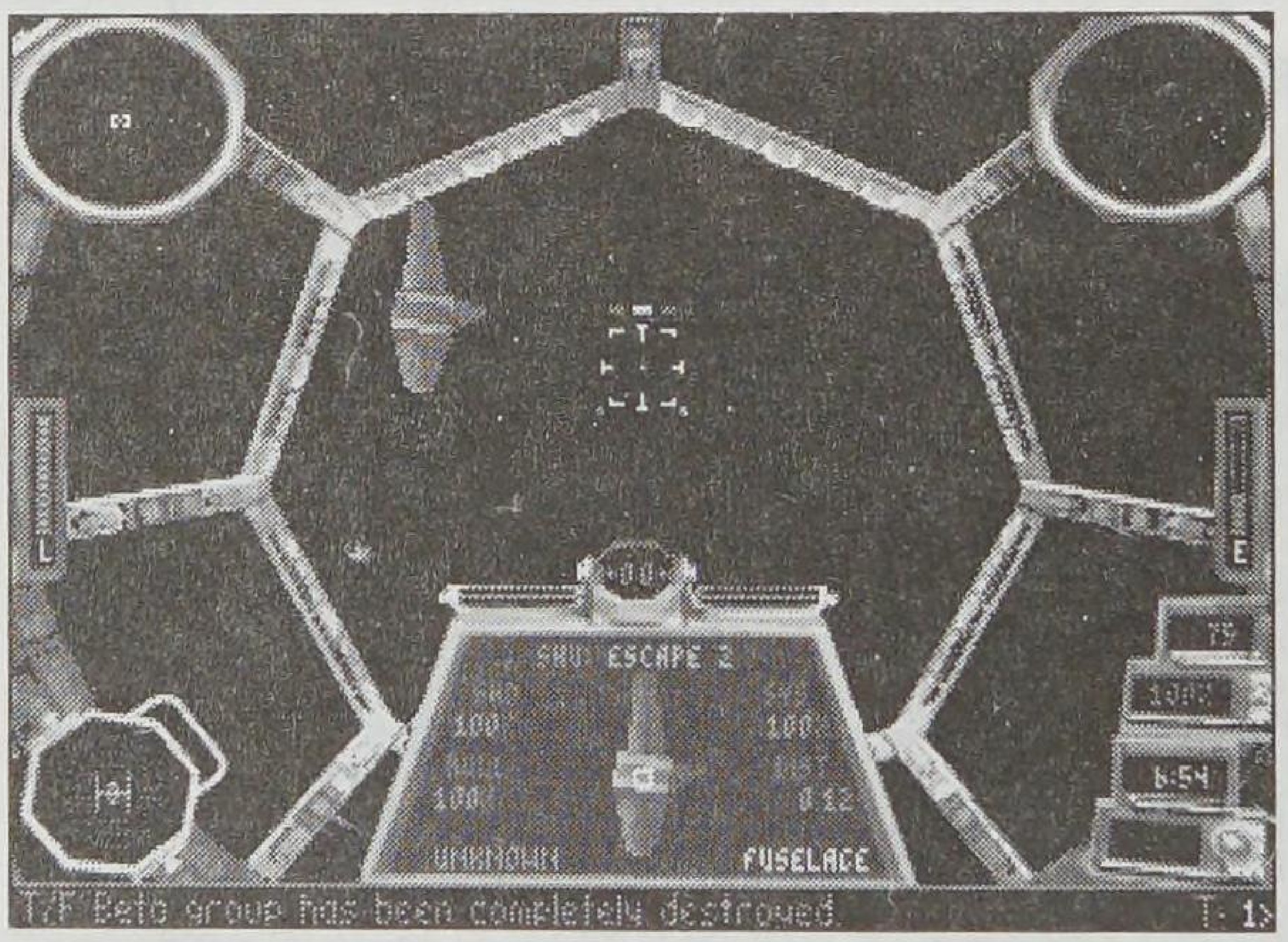
Then a bunch of Rebel collaborators arrived in a Y-wing group called Gold. Realizing that they could be a big threat, I headed my group on an intercept course at full speed. They'd already launched torpedoes, but I attacked them, cutting my speed to 2/3rds, until I had finished them all off. More X-wings joined the party, and they also launched torpedoes. I tried to block the path of the torpedoes with my lasers, and was successful. I was able to shoot three torpedoes! Then I started dogfighting again. I kept it up until I had destroyed all of the X-wings. I noticed some heavy rockets coming in toward our command ship, and realized they must have been launched from the Z-95 group Yellow, which I had ignored in favor of the X-



M/CRV *Horse*

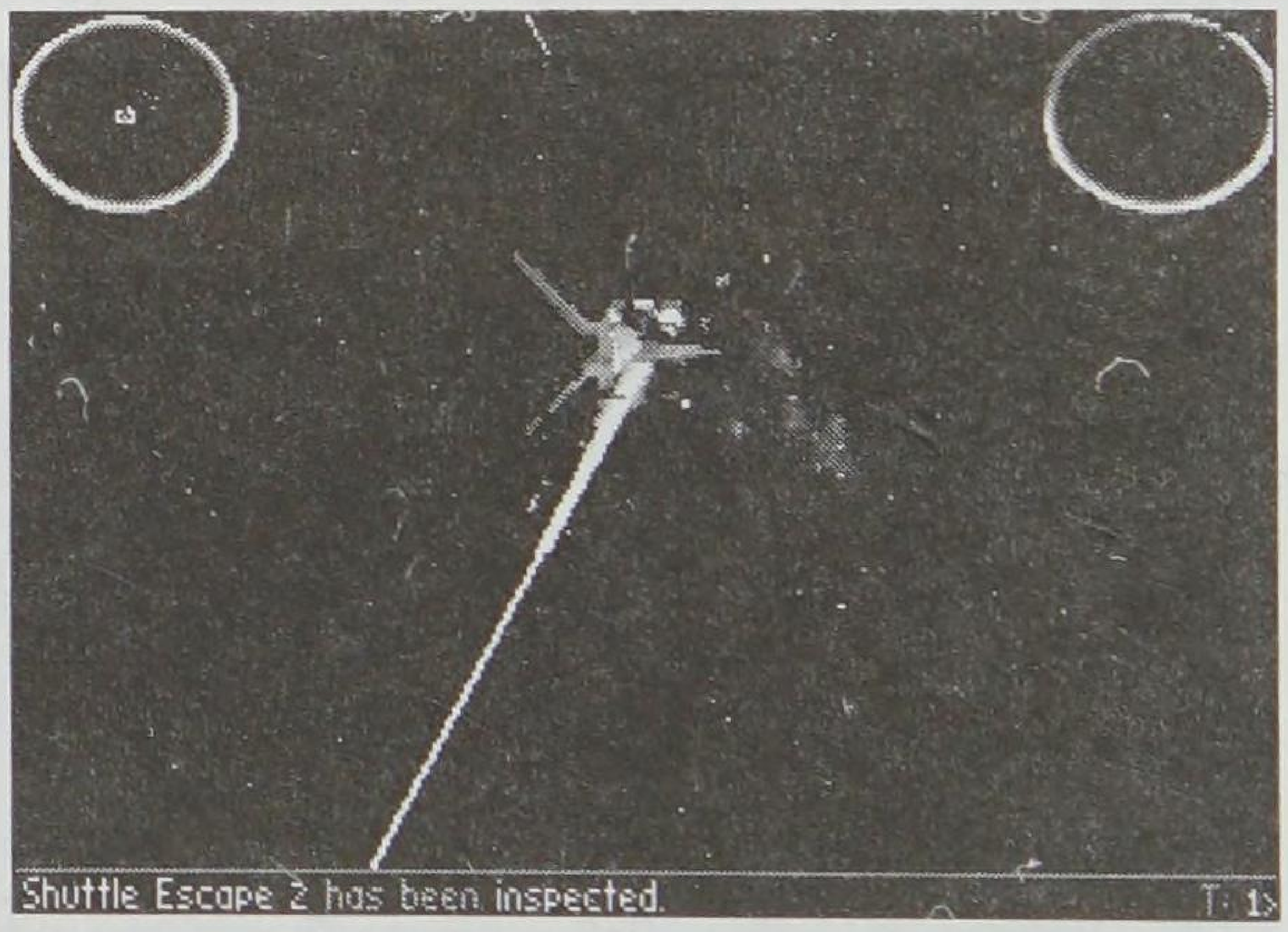
wings and Y-wings. I was able to shoot one of the rockets down, but three escaped. Suddenly the *Ludwick* was down to 29% hull integrity.

In came the modified corvette group *Horse* and the rest of the convoy! Our command ship wasn't looking very well, but the *Huntress* decided to hyperspace away soon after the convoy arrived. The convoy with the new Imperial space station came in around 9 minutes and 30 seconds, and the *Huntress* left 30 seconds later.



T/F Beta group has been completely destroyed.

Going after SHU *Escape 2.*



Shuttle Escape 2 has been inspected.

Shooting SHU *Escape 2.*

NOTES: The main concern is to save the player's command ship.

The bonus goals can only be achieved by reducing the *Huntress'* shields to zero, causing crew members to flee in shuttle *Escape*.

Debriefing

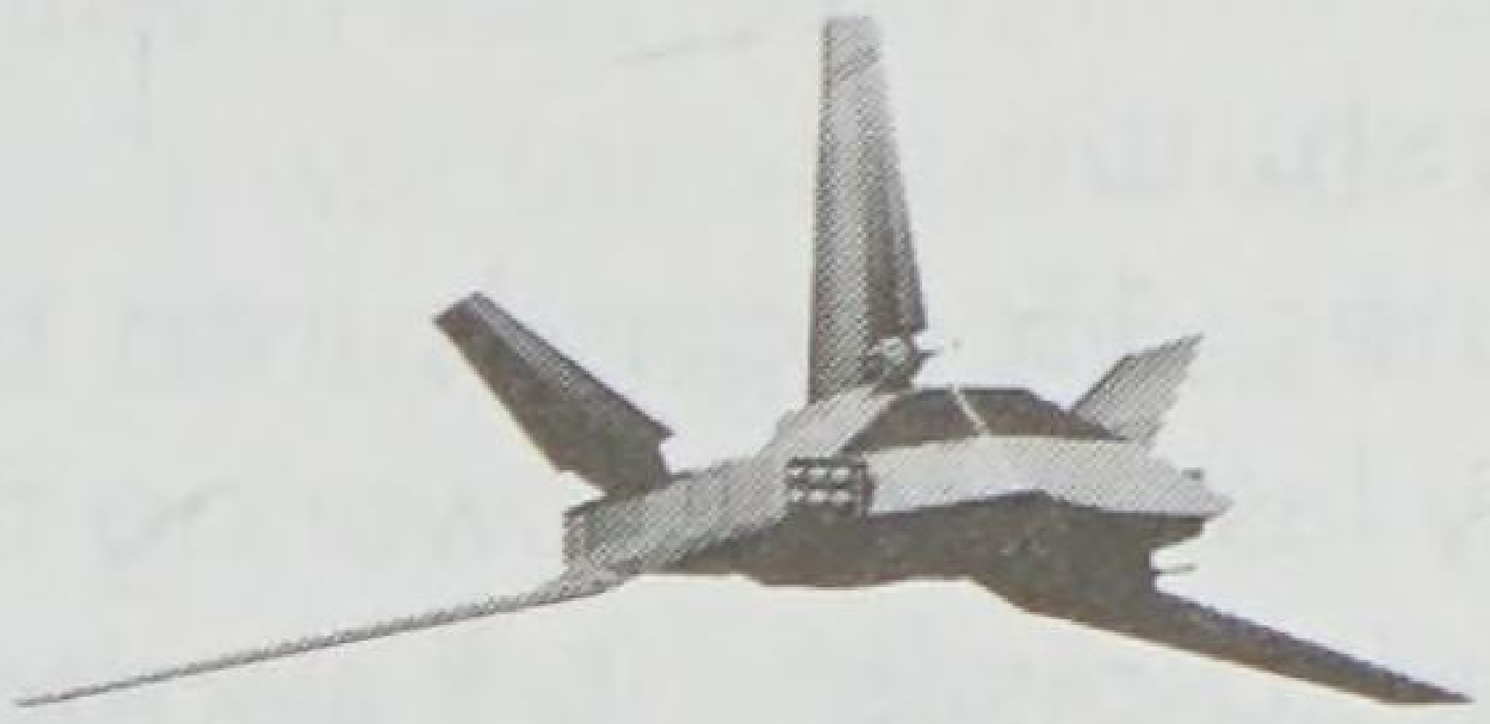
Primary Goals: FRG *Ludwick* must survive.
    All of cargo ferry *Bakkun* must arrive.
    CRV group *Horse* must arrive.
    modular conveyor group Gorfan must arrive.
    Freighter group Ravn must arrive.
    VSD *Stalwart* must arrive.
Bonus Goals: Destroy shuttle group Escape for 3000 pts.

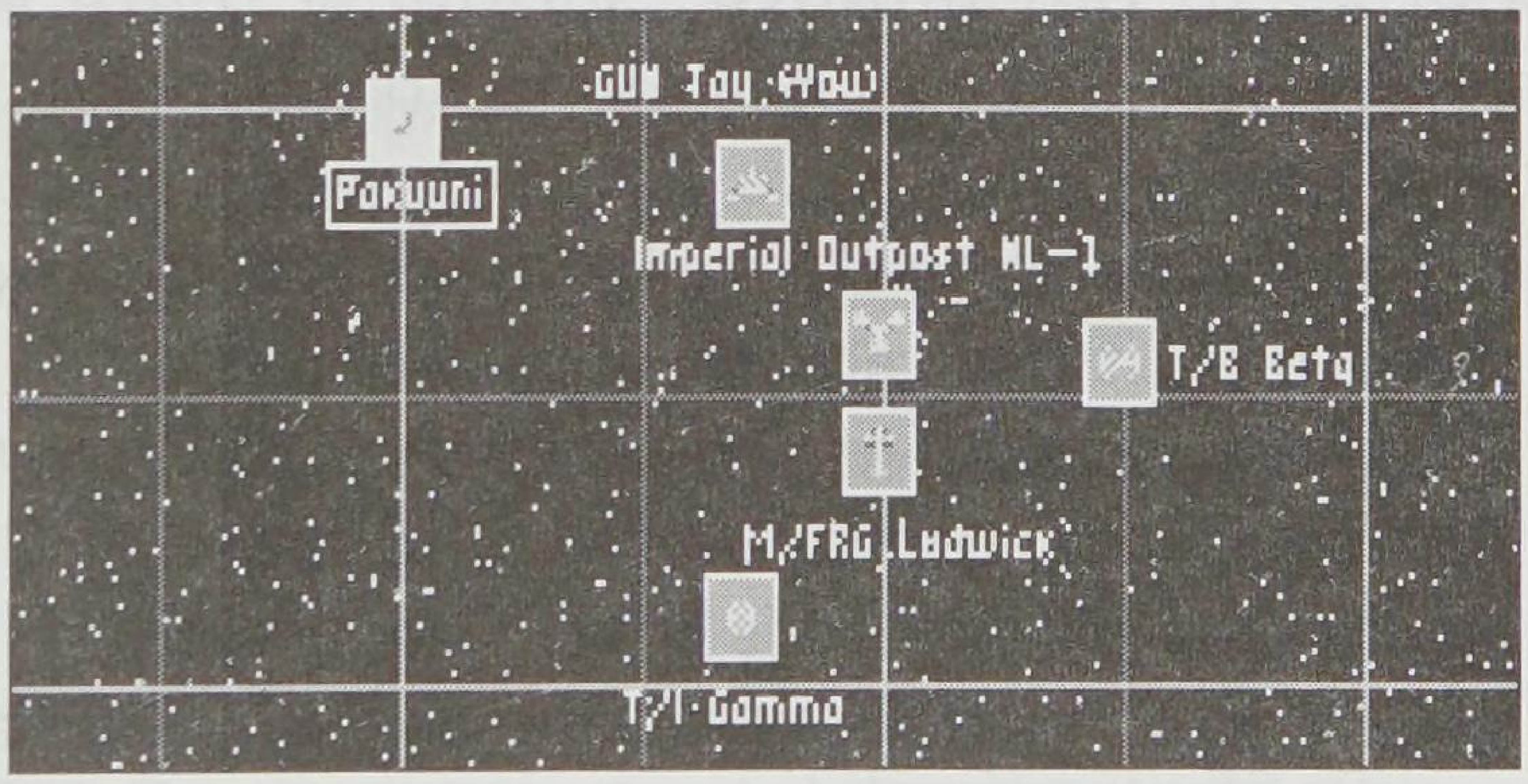
The construction of the new space station proceeded quickly, and Maarek spent much of his free time watching the heavy lifters and tugs move equipment. It was like a complex dance conducted on a very large scale. The lifters would hover over the large containers and drag out huge sections of a wall, or a crate of equipment larger than a starfighter. In the weightlessness of space, these large loads floated effortlessly.

Occasionally there was some excitement. A tug with a particularly wide load might come too close to a lifter and their loads would bump. It all seemed comical, but Maarek could see that these collisions caused great damage to the cargo. Even in space, everything had mass, and when one item hit another, and both massed several tons, the results were generally destructive.

Periodically, Maarek and the other pilots would fly combat space patrol, watching over the construction. At these times, he might have enjoyed an even better view of the construction activity, but he had to remain alert for the sudden appearance of an enemy, not to mention the possibility of a sudden collision of his own. With their hyperspace-capable starfighters, the Rebels could show up anywhere, at any time. And so it was that Maarek found himself in the middle of another battle.

MISSION FOUR: GUARD SPACE STATION NL-1





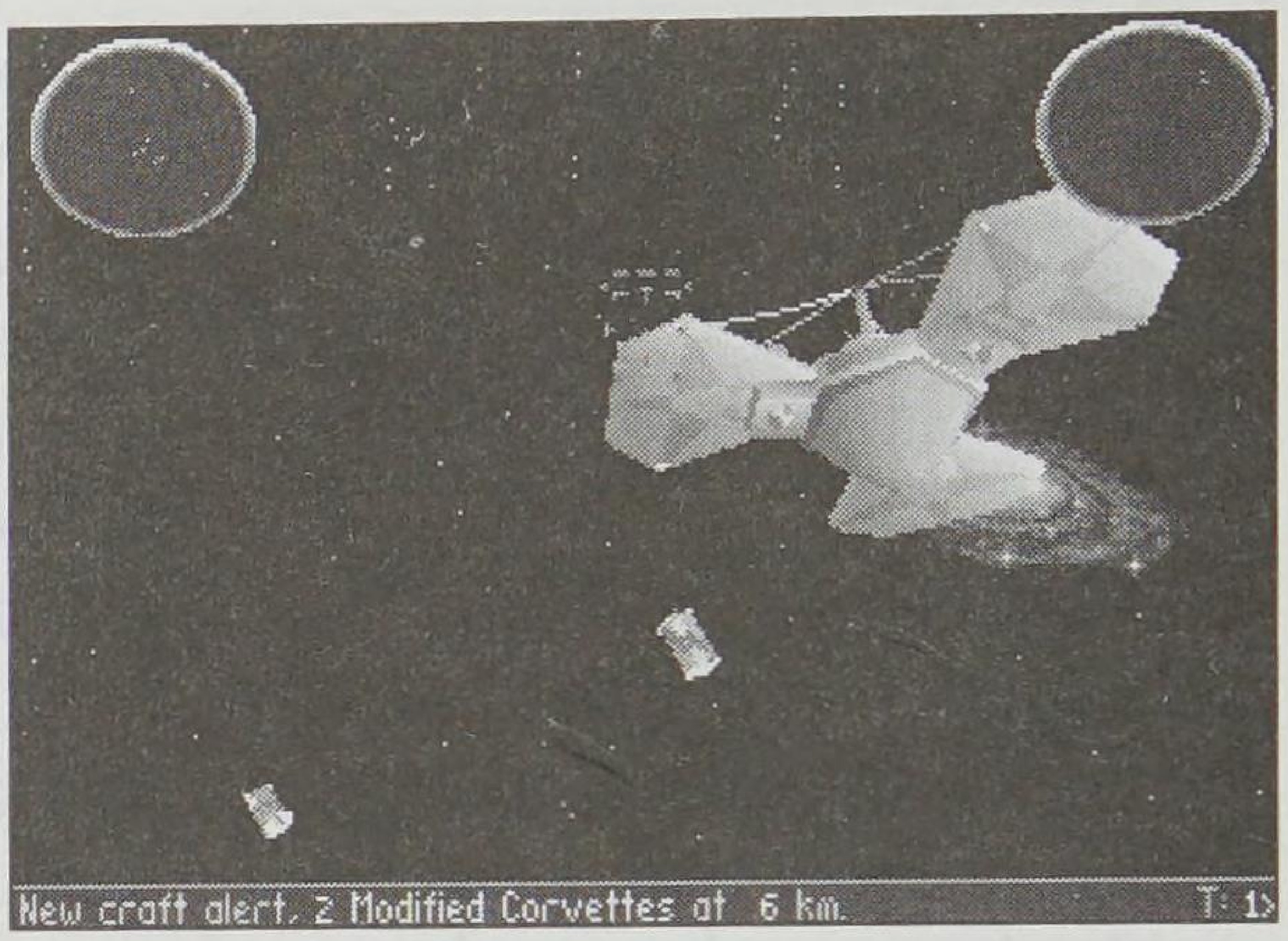
Mission Briefing

The Rebels have yet to realize that this system is now in Imperial control. They may yet attempt an attack on our new space station. You will act as flight leader in a three-ship group of Assault Gunboats. Protect the work crews and the new space station against any attack.

Secret Order

Look for any Rebel leaders who may attempt to escape the battle as you inevitably destroy their attacking forces.

Stele's After-Action Report


New craft alert. 2 Modified Corvettes at 6 km.

Two M/CRVs reported in the area.

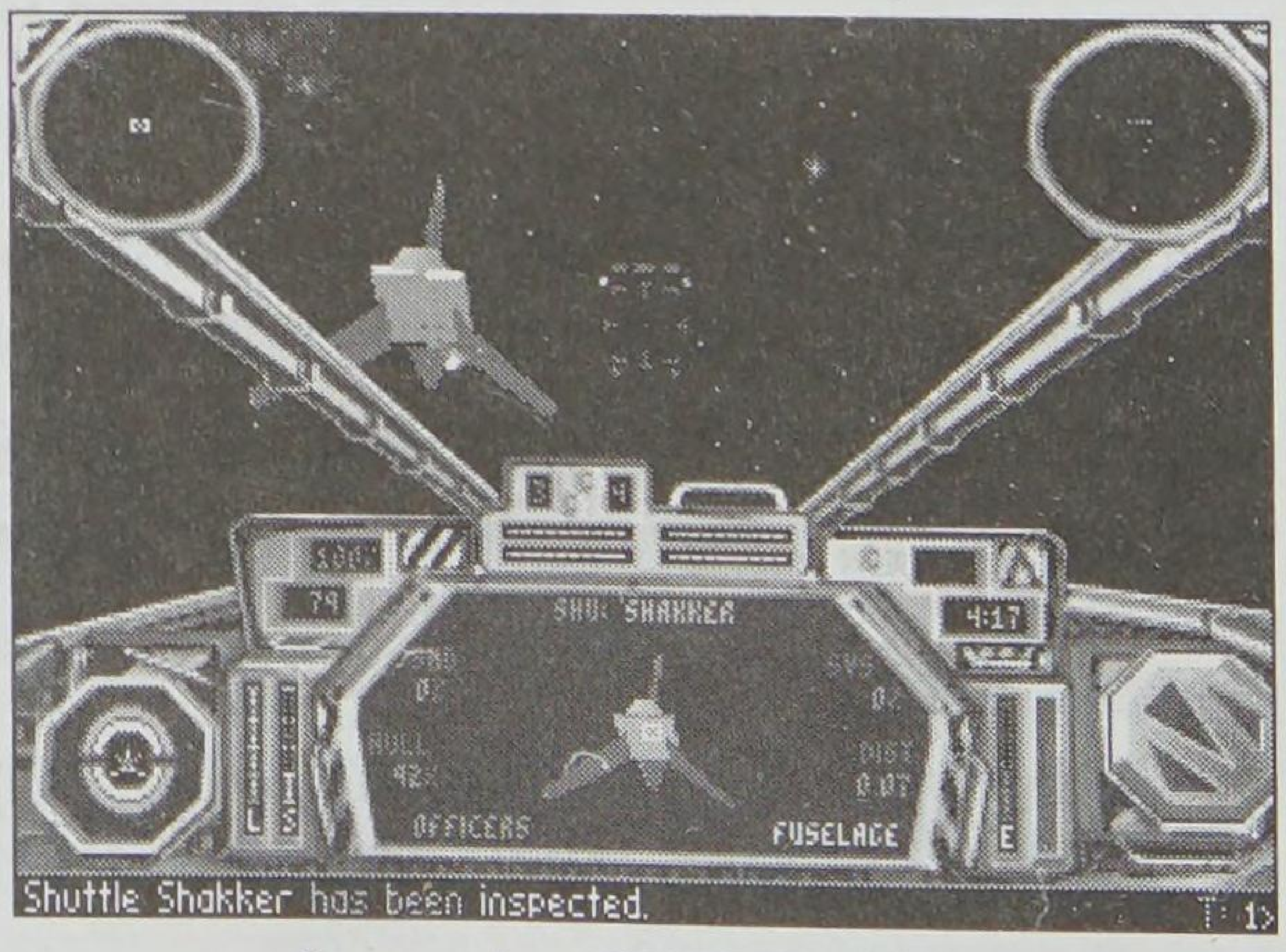
I changed my weapon load from torpedoes to missiles — better for attacking Starfighters and for defending myself. I was in an Assault Gunboat and there was no immediate threat, so I quickly transferred laser energy to my shields to fully charge them. I also set both lasers and shields to full charge. Well, the quiet didn't last long. A couple of A-wings jumped into the area, so I thought I'd switch to missiles and take out a few of them.

Next I switched to lasers and went after a group of Y-wings. Two modified corvettes came in — *Moor 1* and *Moor 2*. Had I taken the torpedoes instead of the missiles I think I would have gone after the corvettes first. Since my wingmen had torpedoes, I ordered them to attack the corvettes. I lowered my shield recharge to normal maintenance levels and kept my lasers at full. Also, I throttled up to full power. The action began to get intense. Suddenly there were A-wings and X-wings everywhere. I knew I needed to hold out until VSD *Stalwart* got there.

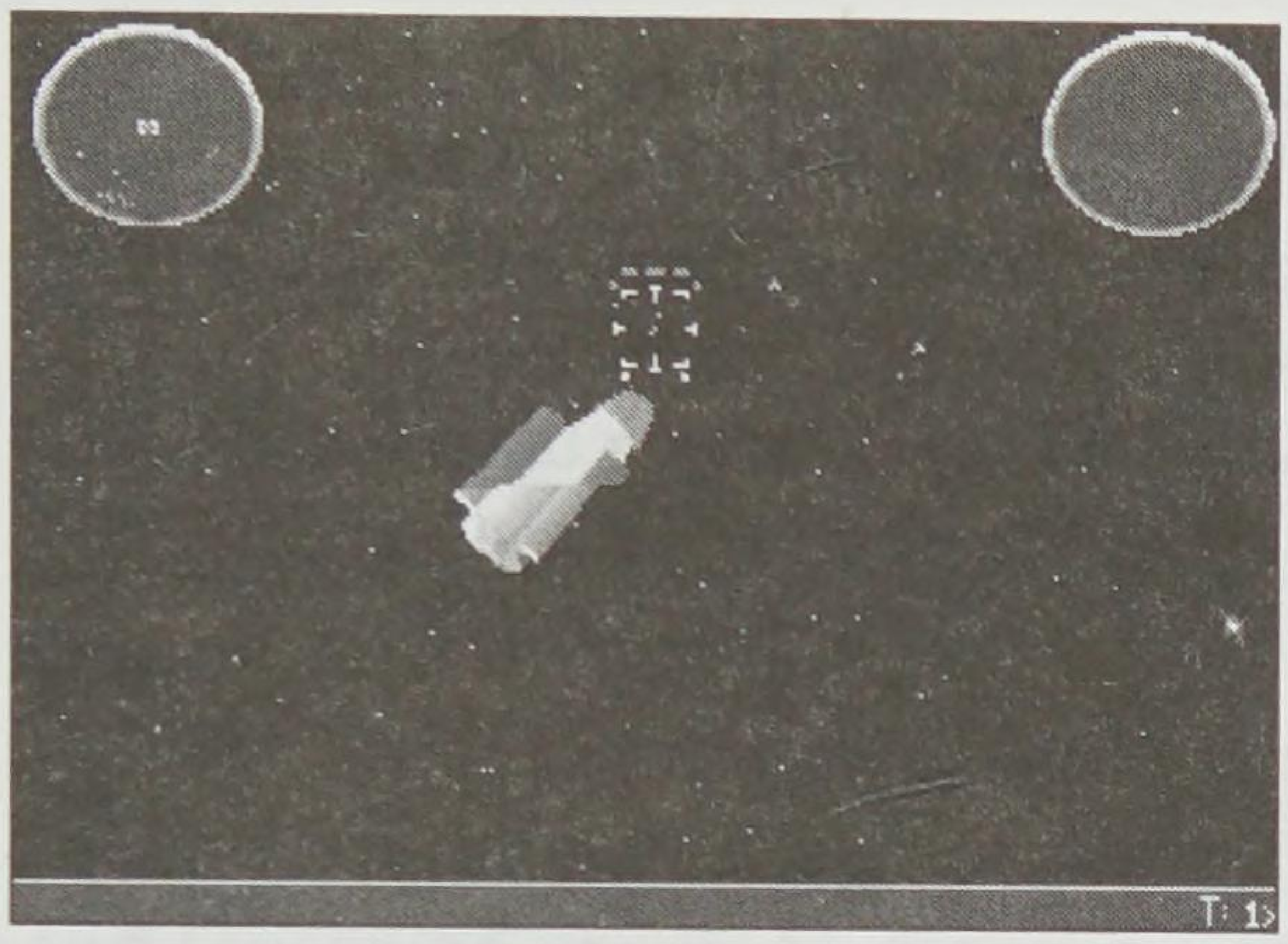
The corvettes were finished, but just before they were destroyed, a Rebel shuttle named Shakker popped out. I flew toward it to inspect it, and discovered it was carrying enemy officers.

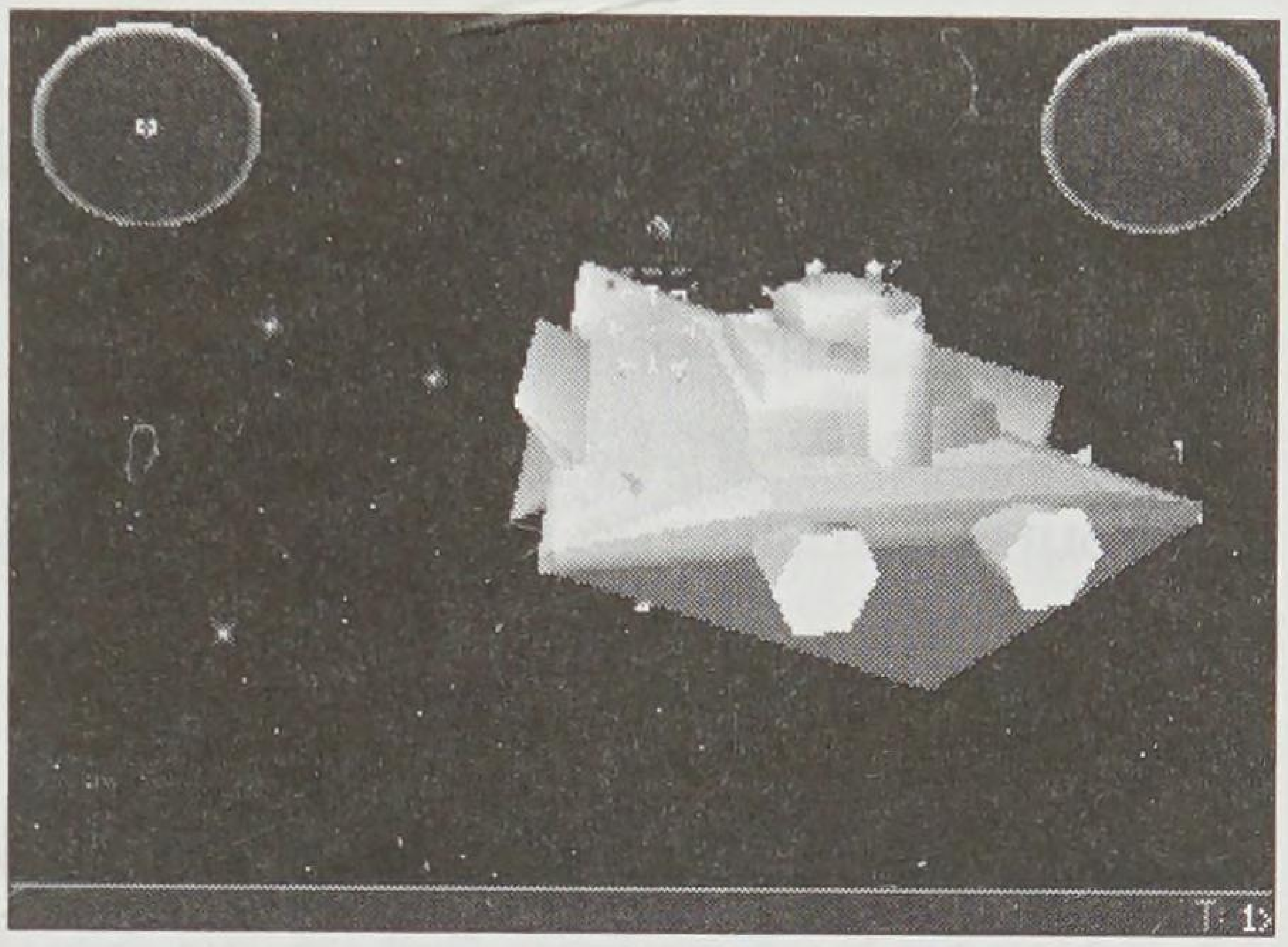
The transport Saryi was launched to capture the shuttle.

The station convoy was due to arrive at 5 minutes, 15 seconds into the mission. All I had to do is hold out until then. I fired my last missile, lowering the shields on the shuttle, and then used my ion cannons to disable it. I also told my wingmen to ignore the Shakker, or they might have destroyed it before the Saryi could complete its mission. While I was busy doing this, a couple of transports from Del group arrived. My fellow pilots took them out with ease. Once the Shakker was captured, my mission was complete and I headed home. My success on this mission advanced me to the rank of Commander.


Shuttle Shakker has been inspected.

Inspecting SHU Shakker.


Going after transport Del 2.


Coming up on the Star Destroyer.

Debriefing

Primary Goals: Platform XQ3 NL-1 must survive.
FRG *Ludwick* must survive.
VSD *Stalwart* must arrive.
Secondary Goals: Shuttle Shakker must be captured.
Bonus Goals: Inspect SHU Shakker for 1300 pts.

"I'm sorry, Vice Admiral Thrawn. Our TIE fighters and TIE Interceptors are all being repaired and refurbished just now. Can you not delay your inspection?" The speaker, a small adjutant to the *Ludwick*, was practically begging. But Thrawn was impatient. It was time to oversee this new station, to be sure it would serve the Emperor. Some people could trust the opinions of others, but Thrawn was not one of them.

"I will inspect the station today. Please inform Commander Buckeye that I will be arriving in three hours."

Back on the *Ludwick*, the commander was conducting a briefing regarding Thrawn's visit. "We only have TIE Bombers to act as a defensive shield. Security is very tight, but in the event of a sneak attack, we will not have the luxury of speed on our side. The defense of the admiral will depend almost exclusively on TIE Bombers. We will have an ample supply of missiles, however, and you will have an opportunity to reload.

"This is critical. There will be no failure."

The commander referred to a holo display readout. "We have also equipped some TIE Bombers with special advanced concussion missiles. These missiles are stronger, faster, and more accurate than conventional models. See that you use them wisely."

On the way from the briefing to the hangar, Grommet was going on about the new advanced missiles.

"I can't wait to send one of these missiles up the throat of some Rebel X-wing. I'll bet they make one dandy fireball."

Maarek laughed. "Let's just hope they don't have anything like 'em to shoot back at us," he said.

"Don't be warped," Grommet told him. "Can't you let a guy have some fun?"

"Sure," answered Maarek. "I just don't like the idea of Rebels with missiles."

"Who does?" Grommet asked.

"Rebels, I suppose," interjected Alimet.

That made them laugh.

"Hey Ketcher," Grommet suddenly asked. "What ever happened to that crystal?"

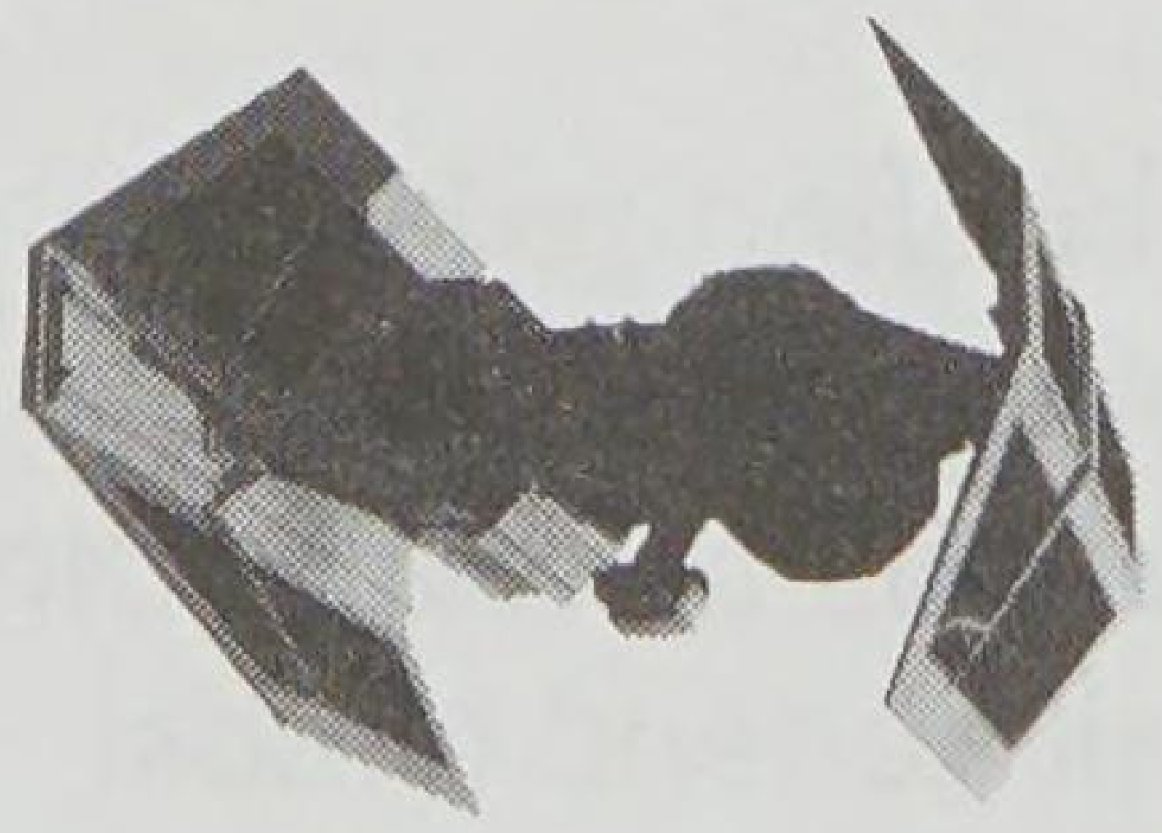
Ketcher stopped, smiled, and opened his tunic. Underneath it was the red crystal, glowing against his white chest. It was hung on a small wire. Quickly Ketcher closed his shirt, once again hiding the crystal.

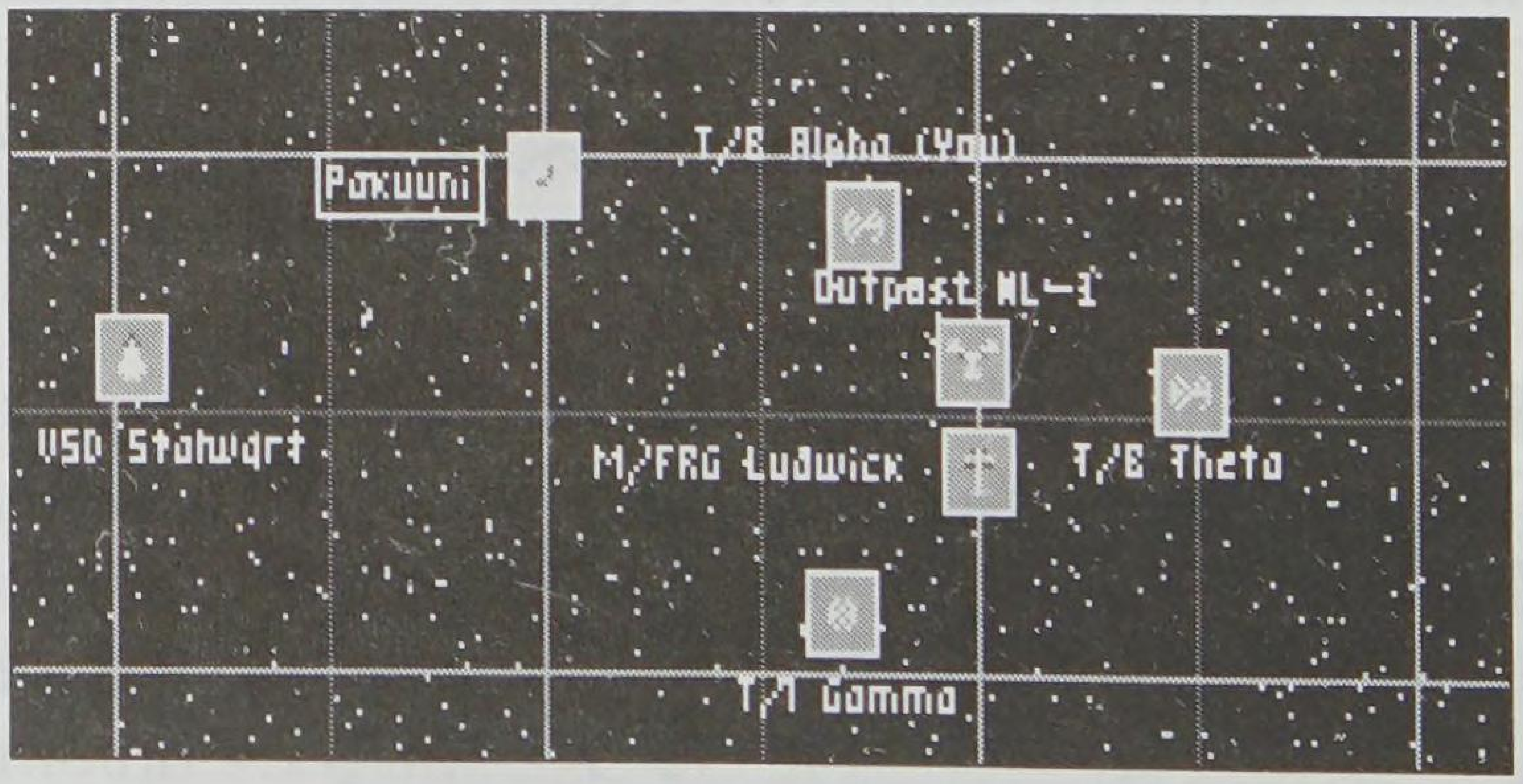
"So . . ." began Grommet. He looked thoughtful for a moment. He seemed about to speak, but then shook his head. "Looks good," was all he said, then he turned to continue down the passage leading to the hangar.

Before reaching the hangar, Maarek left his friends, seeking out the Secret Order representative. He received his usual instructions; then he hurried to catch up with the other pilots and launch the mission.

Mission Briefing

MISSION FIVE: THRAWN INSPECTS NL-1





Vice Admiral Thrawn has decided to inspect the new facility at NL-1. He will take a transport from the *Stalwart* to the station, inspect it, and return. You will fly with one wingman in a TIE Bomber equipped with 16 advanced concussion missiles. Resupply will be available should you need it. You must protect the vice admiral at all costs. Remember, you will be responsible for his safety during the entire time he is away from the *Stalwart*.

Stele's After-Action Report

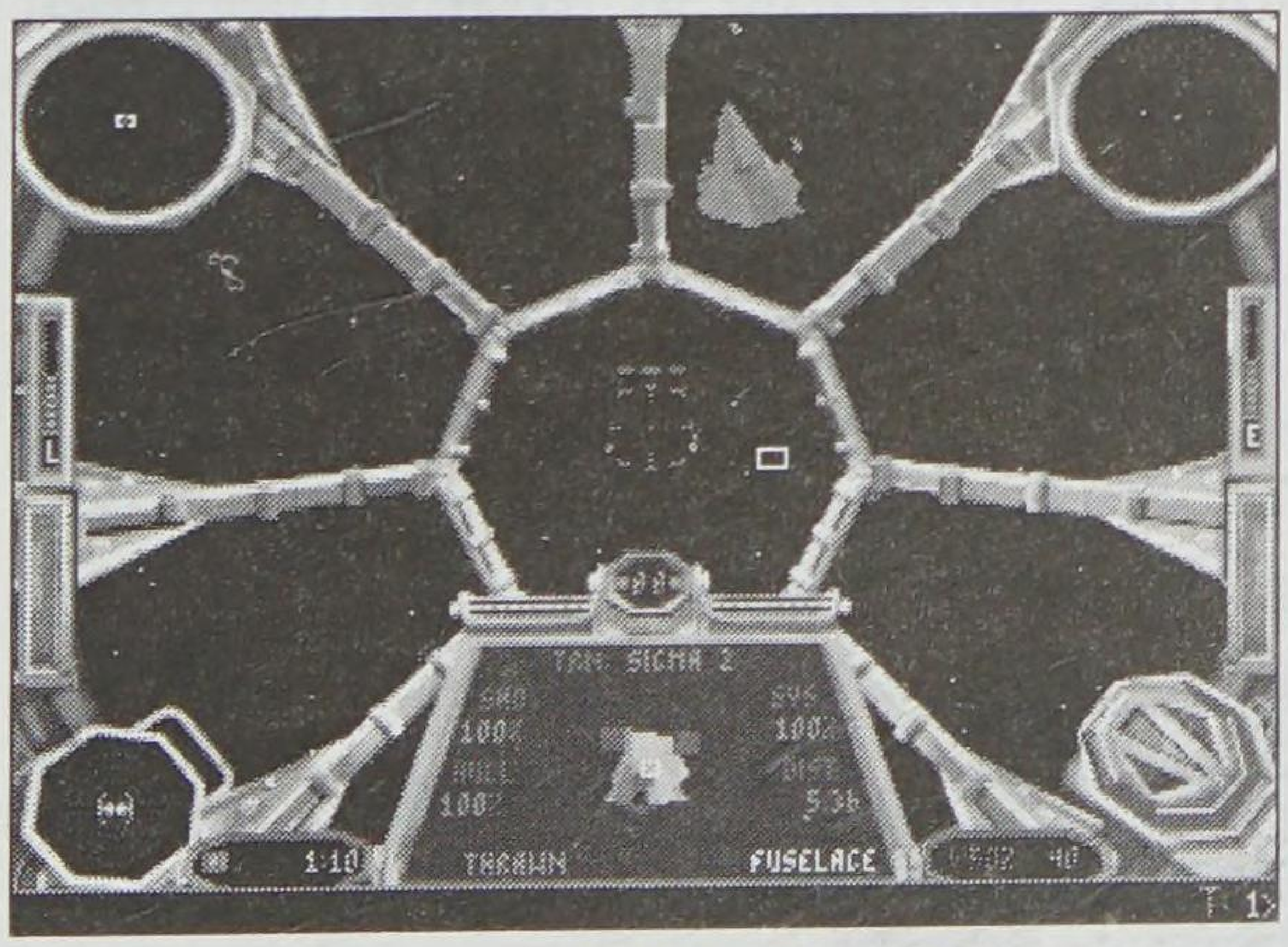
I found myself hoping there was some action. I was in a TIE Bomber, which, despite its lack of speed, was a little more durable than the T/F or the T/I. Also, I had a double load of 16 missiles — advanced missiles which were faster and more powerful than the ordinary type. Moreover, there was a ship called *Resupply* whose purpose matched its name. Let them try to break up this inspection. I felt ready.

The Star Destroyer *Stalwart* with Thrawn entered within the first 45 seconds of my patrol. Almost immediately, his transport left the hangar bay and I received orders to escort it. I throttled up to full power and headed on an intercept course toward Vice Admiral Thrawn's ship, TRN *Sigma 2*. I checked and confirmed that *Sigma 1* had his staff onboard. I put the two transports into memory locations F5 and F6.

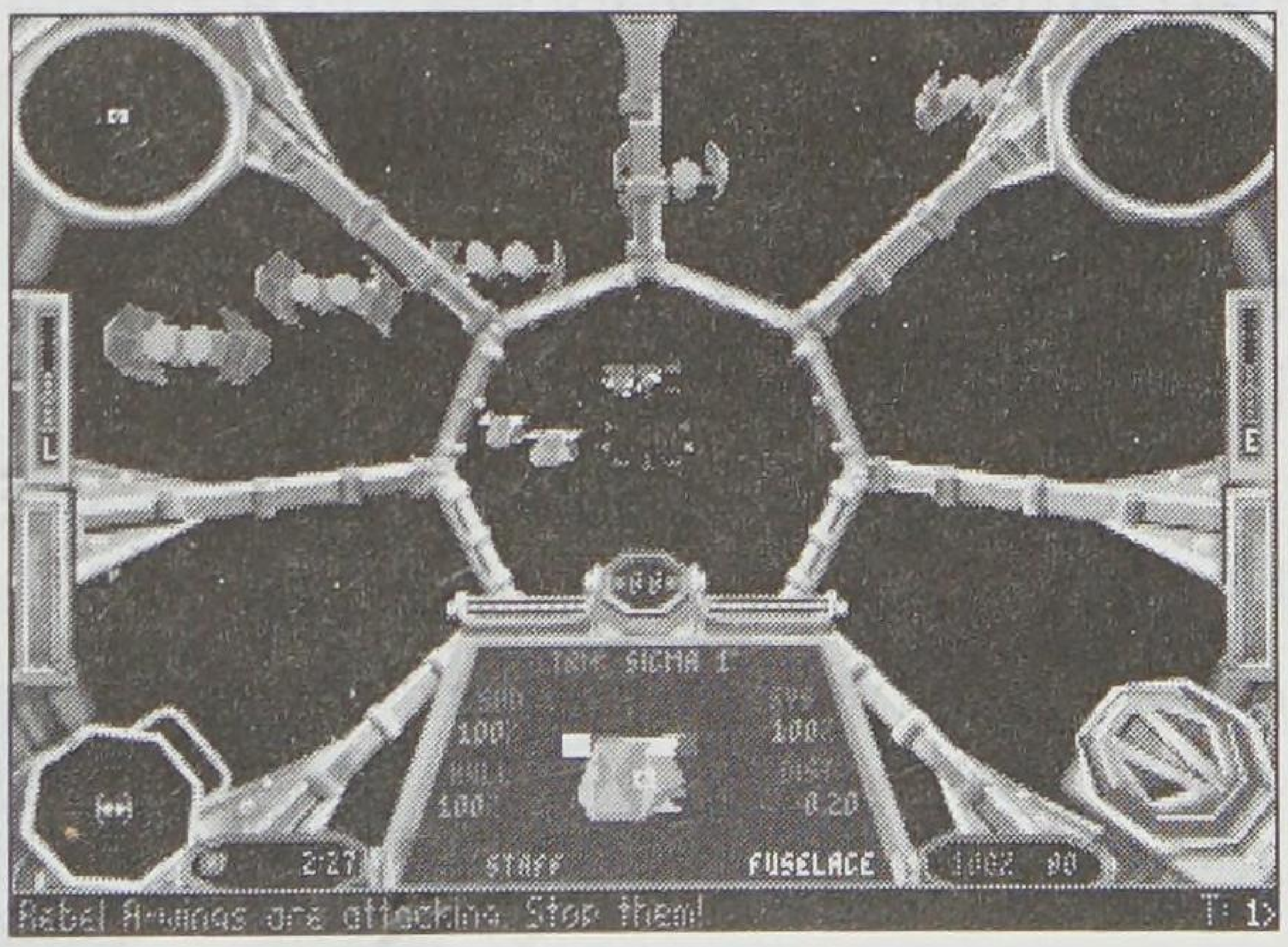
It was just about that time that Rebel craft appeared. The Rebels had jumped in about 8 kilometers away. My orders were to stay with Thrawn, so I flew at 2/3 throttle, kept my wingmen in close, and decided to target the closest A-wing. When it was within 2-1/2 kilometers I told my wingmen to attack it. The A-wings were soon all around us. The transports were close enough to the platform for me to break off escort.

I attempted to fire at an A-wing going by. He was fast, and I accidentally hit my wingmen. I noted to myself that I must be a little less trigger happy, but he shouldn't have jumped in front of me and tried to get my target. Then I tried some of the new missiles. I switched missiles to dual mode, got a lock on an A-wing, and fired. I had my lasers adjusted to medium for fast speed, which also added speed to the missile launch.

In the heat of the battle I forgot I had wingmen out there. It's a good idea to tell them what to do once in a while. So I targeted X-wing Red 2

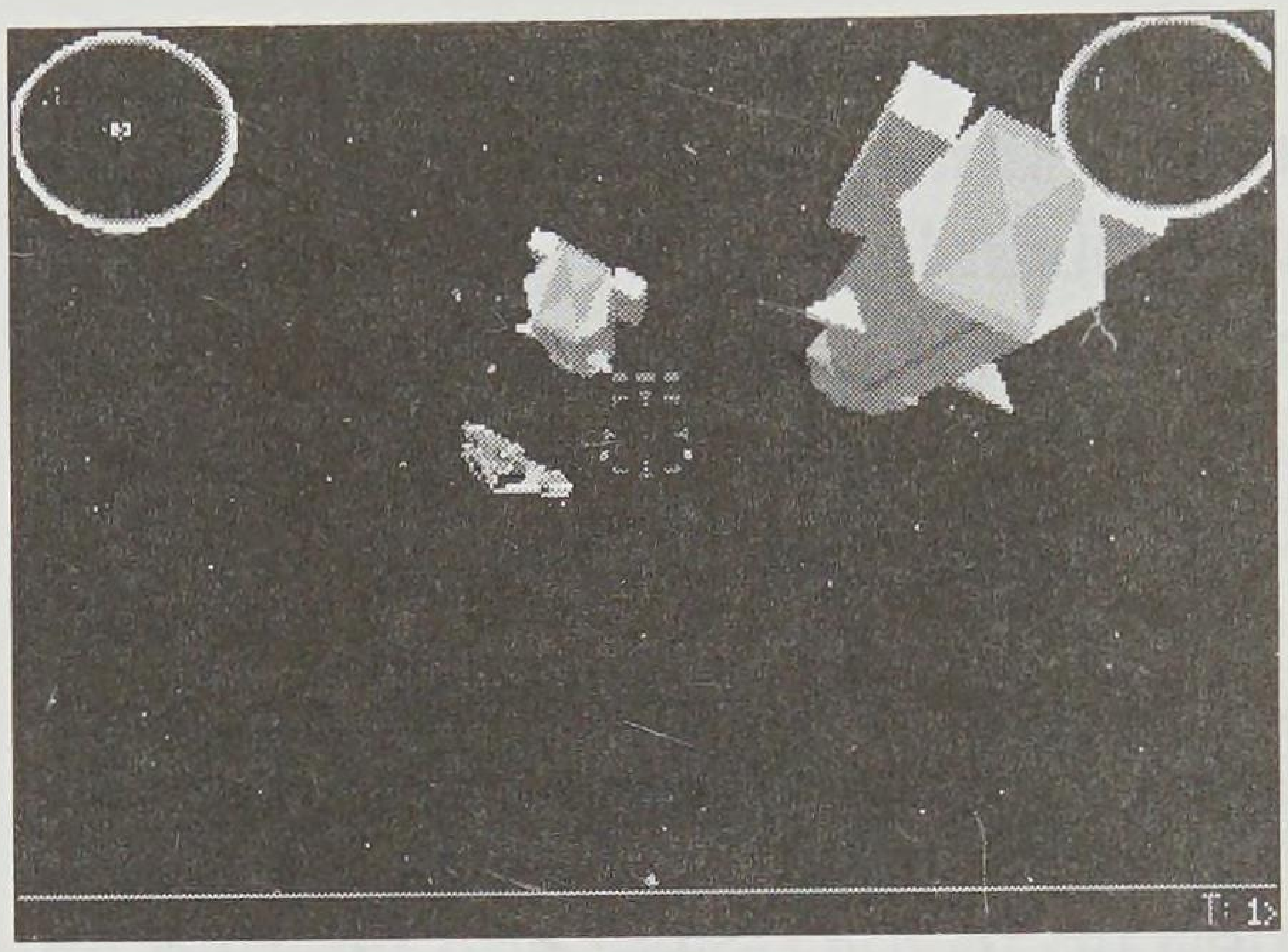


Locating TRN *Sigma 2*.

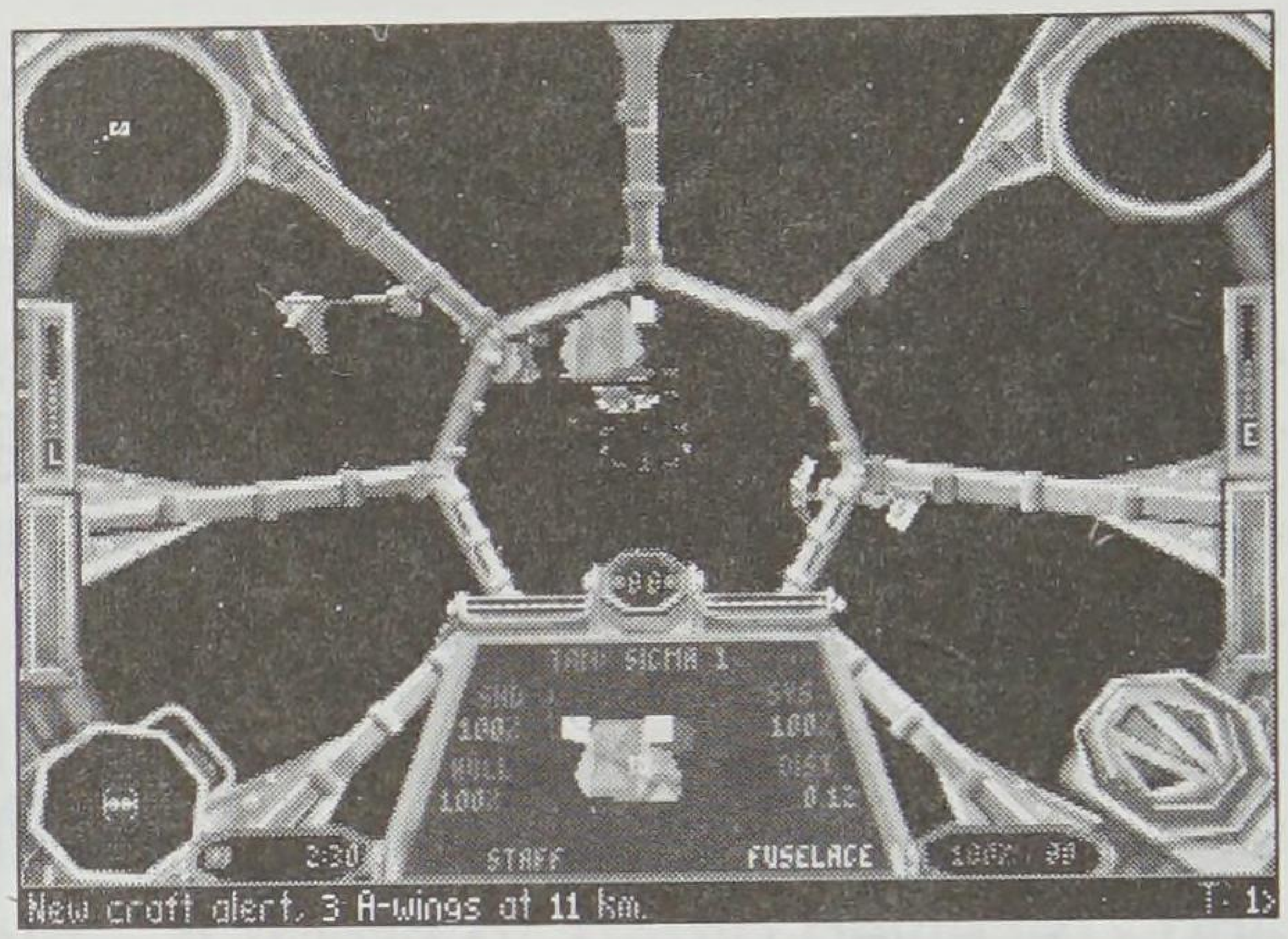


Rebel A-wings are attacking. Stop them!

TIE Bomber escort!



Escorting the TRNs.



New craft alert. 3 A-wings at 11 km.

Incoming A-wings!

using the "R" key, and told my wingmen to attack it. I proceeded to go after A-wing *Red 1*. I used a couple of missiles on it and destroyed it quickly. I proceeded to go and help my wingmen with *Red 2*, but they destroyed it before I was able to get close.

There was one A-wing left in the area. *Red 3*. He was way out there. I decided to use a missile. One missile should be enough as he already had taken some damage.

Three more A-wings appeared. I pressed the "R" key to target the nearest enemy craft and assigned it to my wingmen, and I went after another one. I still had some missiles left. I decided to use them on my target, then I went after a couple of X-wings. I let my wingmen have a shot at some of them since they kept getting in my way.

Apparently the vice admiral decided to head back in TRN *Omega*. The area was clear of enemy forces, so I immediately headed back to escort the Omega, even before I received orders confirming that decision. I went at full speed just to make it there, and noticed that some unidentified shuttles had arrived. They looked like pirate shuttles. Probably in league with the Rebels. I headed out toward them. I still had a couple of missiles left. I told my wingmen to attack and I started my run. We had to intercept. I switched to missiles and hit a shuttle with two of them, finishing him off with a quick laser cannon attack.

Soon, Vice Admiral Thrawn was home safe, and I realized I could head home too, but I wanted to stay out there. There were a few more shuttles to get. I just had to remember never to attack them head on. My wingmen were after the last shuttle, but I told them to ignore it and went after it myself. I wanted that last kill and I got it. After that, there seemed to be no enemies left, and I headed home. I still had missiles left.

NOTE: Use advanced missiles on A-wings only and note your craft's speed when you launch them. Your craft's speed is added to the missile speed. No enemy actually attack Thrawn, so you don't have to worry about it.

Debriefing

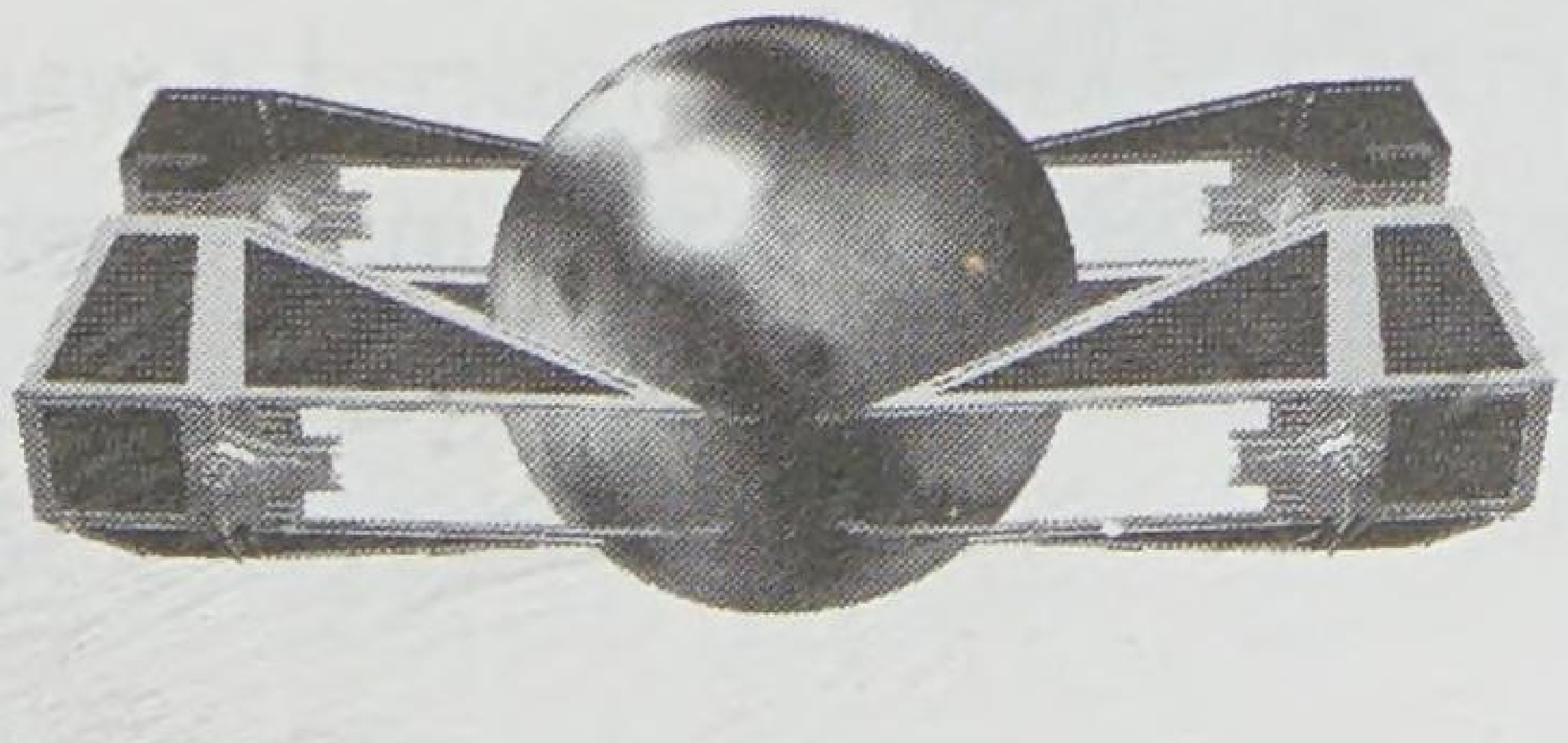
Primary Goals: Platform XQ3 NL-1 must survive.
FRG *Ludwick* must survive.
TRN Sigma (with Thrawn) must complete mission)
TRN Omega must complete mission.
Bonus Goals: Destroy all of SHU Gamer for 700 pts.
Destroy all of SHU Bliss for 300 pts.
Destroy all of SHU Noway for 600 pts.

After Thrawn had approved the construction effort, activities aboard the *Ludwick* slowed down. Now it was time to wait for relief forces, and there was little to do. One day, the big excitement was the delivery of the new SPCs, special high-speed system patrol craft designed to watch for enemy incursions and other significant events. They were ungainly looking craft, fat and seemingly festooned at random with antennae and other less familiar devices.

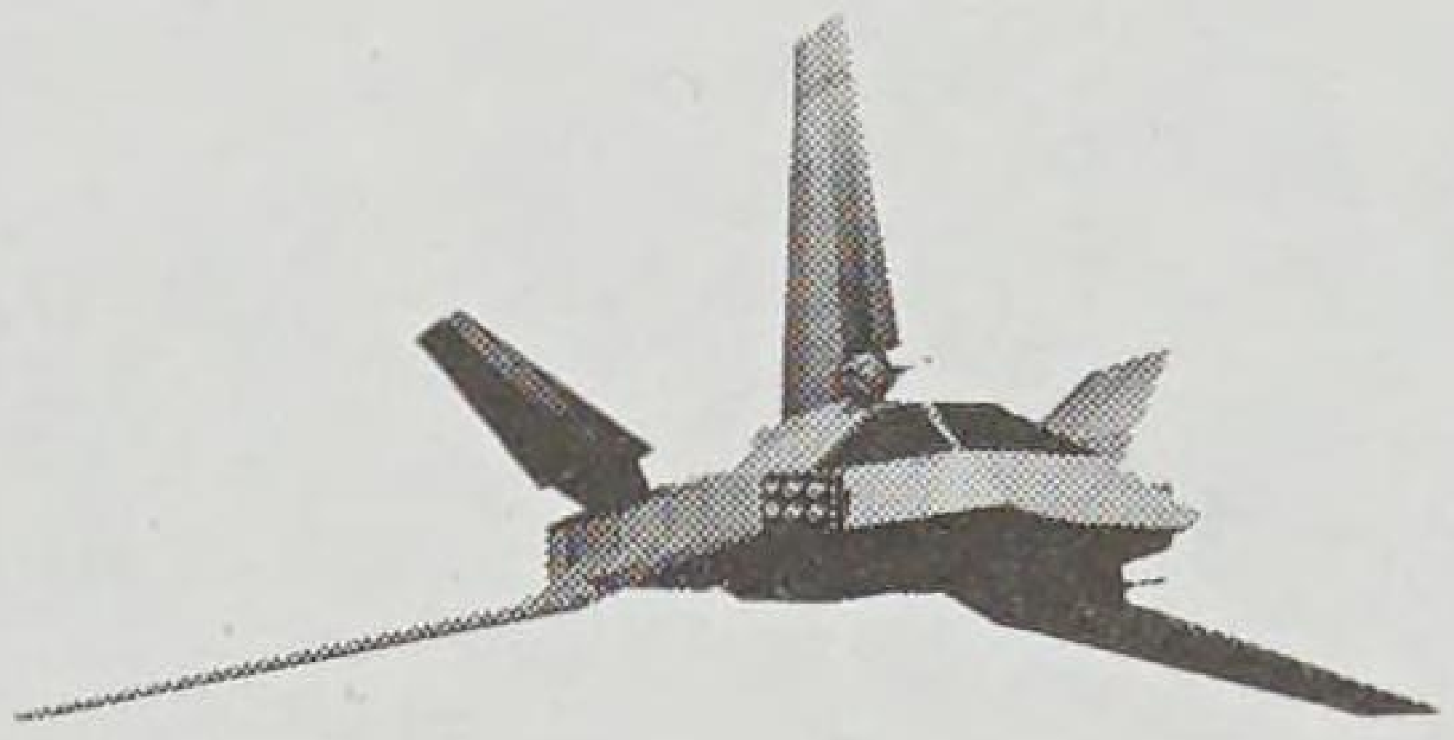
Maarek watched as the SPCs flew out on their first mission. At 150 meters, they were quite noticeable and hardly seemed designed for high-speed maneuvering. Maarek knew they carried a standard crew of four with room for nearly a hundred stormtroopers. If needed, they could be used as an emergency troop transport. They were well shielded, and might even be useful in assault-type situations.

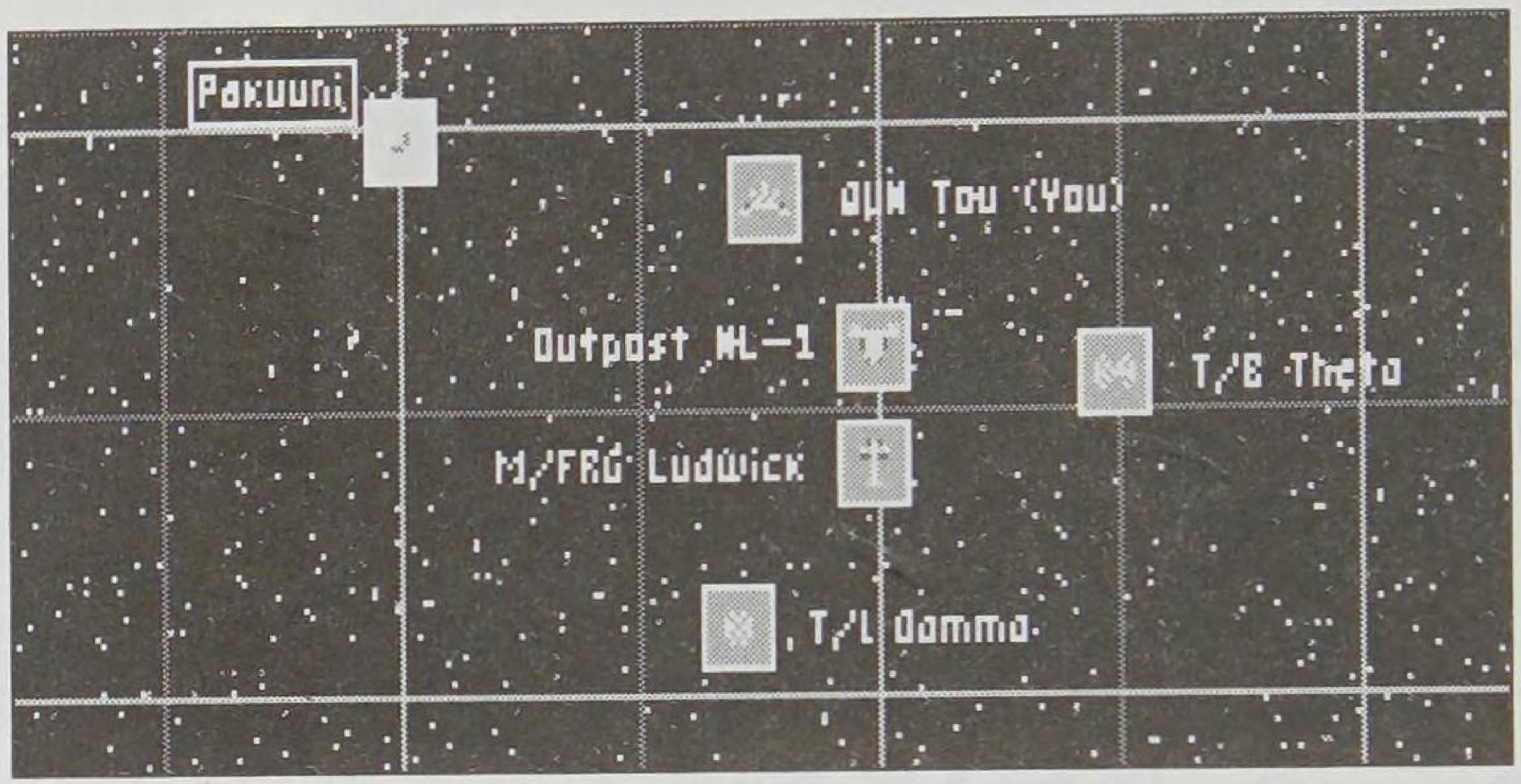
Grommet and Alimet joined Maarek at the observation deck between shifts to watch the activity around the station. Ketcher seemed to keep more and more to himself.

The VSD *Stalwart* stayed nearby during these final phases of the outpost's construction, and there was little danger. Soon, however, word came down that the *Stalwart* was going to leave to escort the relief forces. During that time, the outpost would be far more vulnerable, and the pilots began taking more frequent shifts in the cockpit.



MISSION SIX: WAIT FOR RELIEF FORCES





Mission Briefing

Construction of the outpost at NL-1 is complete. Relief forces will be arriving shortly, escorted by the *Stalwart*. During the *Stalwart*'s absence, you will fly combat space patrol and guard against any attacks on the outpost or the new SPCs. You will fly as flight leader in a two-ship group of Assault Gunboats. Your craft will be equipped with 12 proton torpedoes. Be on the lookout for Rebel-controlled Assault Transports and captured Stormtrooper transports.

Secret Order

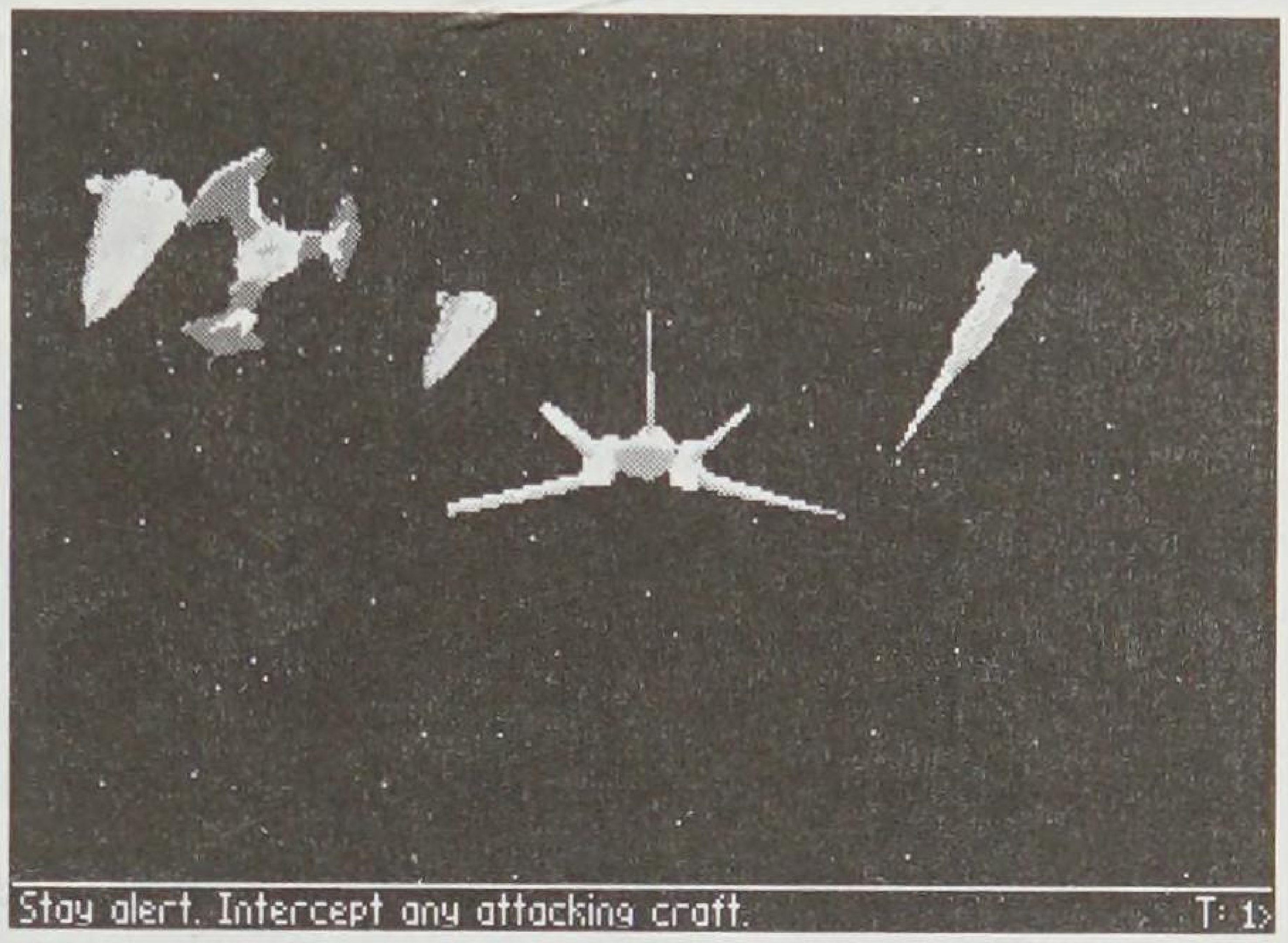
Look for any Rebel leaders who may be aboard the transports.

Stele's After-Action Report

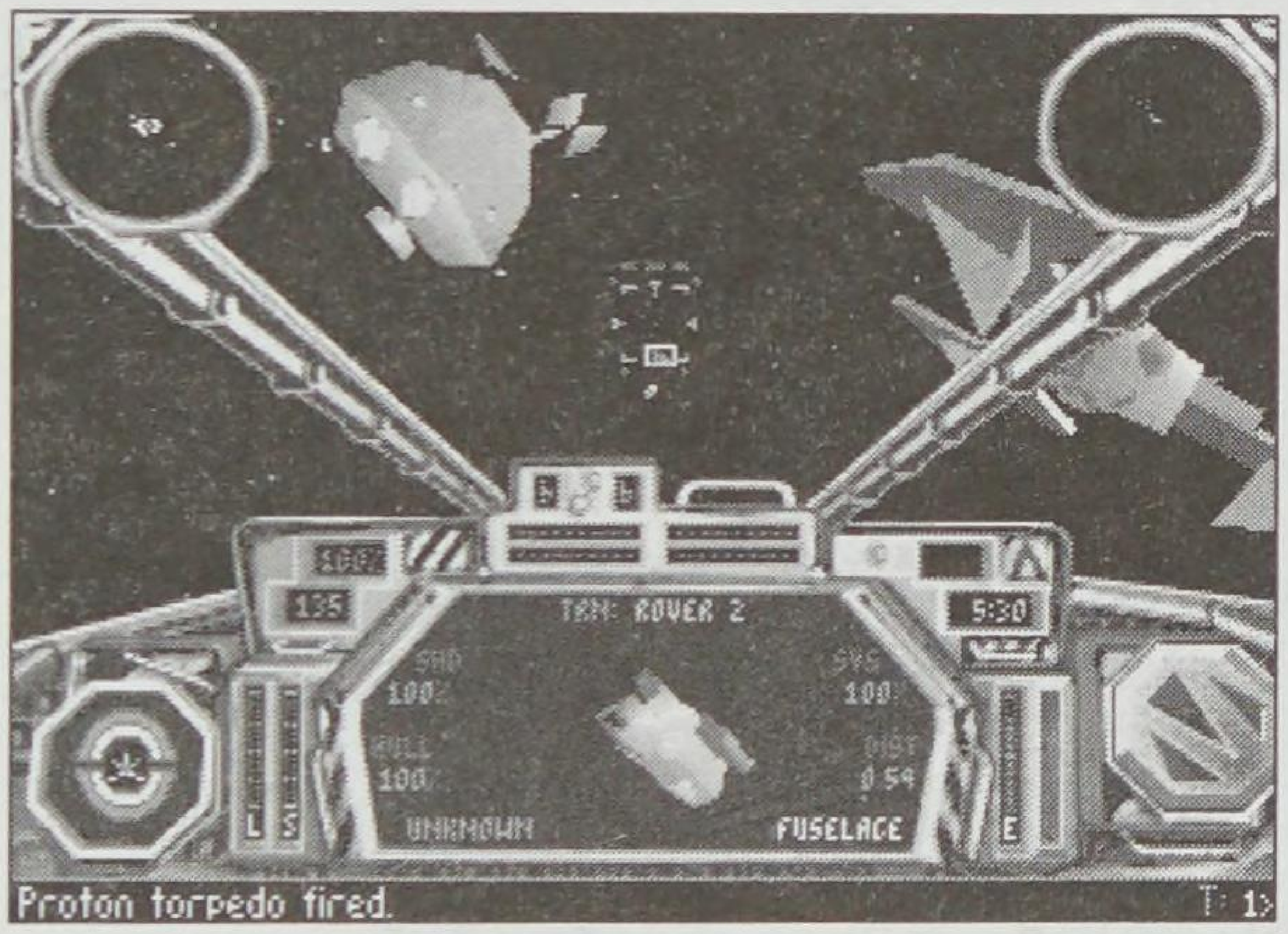
As I began the mission, I followed my standard mission start procedures, maximizing laser and shield recharge rates and transferring laser energy to shields until they were fully charged. I also targetted the platform and placed it in memory location F5. The two patrol craft I put in F6 and F7. About 45 seconds into the mission, a pair of Rebel Assault Transports entered the area, and it was showtime. I switched to dual-fire proton torpedoes, put my shield recharge to zero and cranked the throttle to full. I headed out to intercept the ATRs. FRG *Ludwick* had already engaged them.

As I headed toward the ATRs, some B-wings jumped in. I flew in to point-blank range and let the first of the ATRs have a dual torpedo blast, then I turned and corkscrewed away. A Rebel shuttle named *Electra* entered the area, and I targeted it with the U key and noticed it was only a little more than 2 km away. I flew on an intercept course and inspected the craft. It contained Rebel advisors. I locked speed with it and disabled the shuttle with ion cannons.

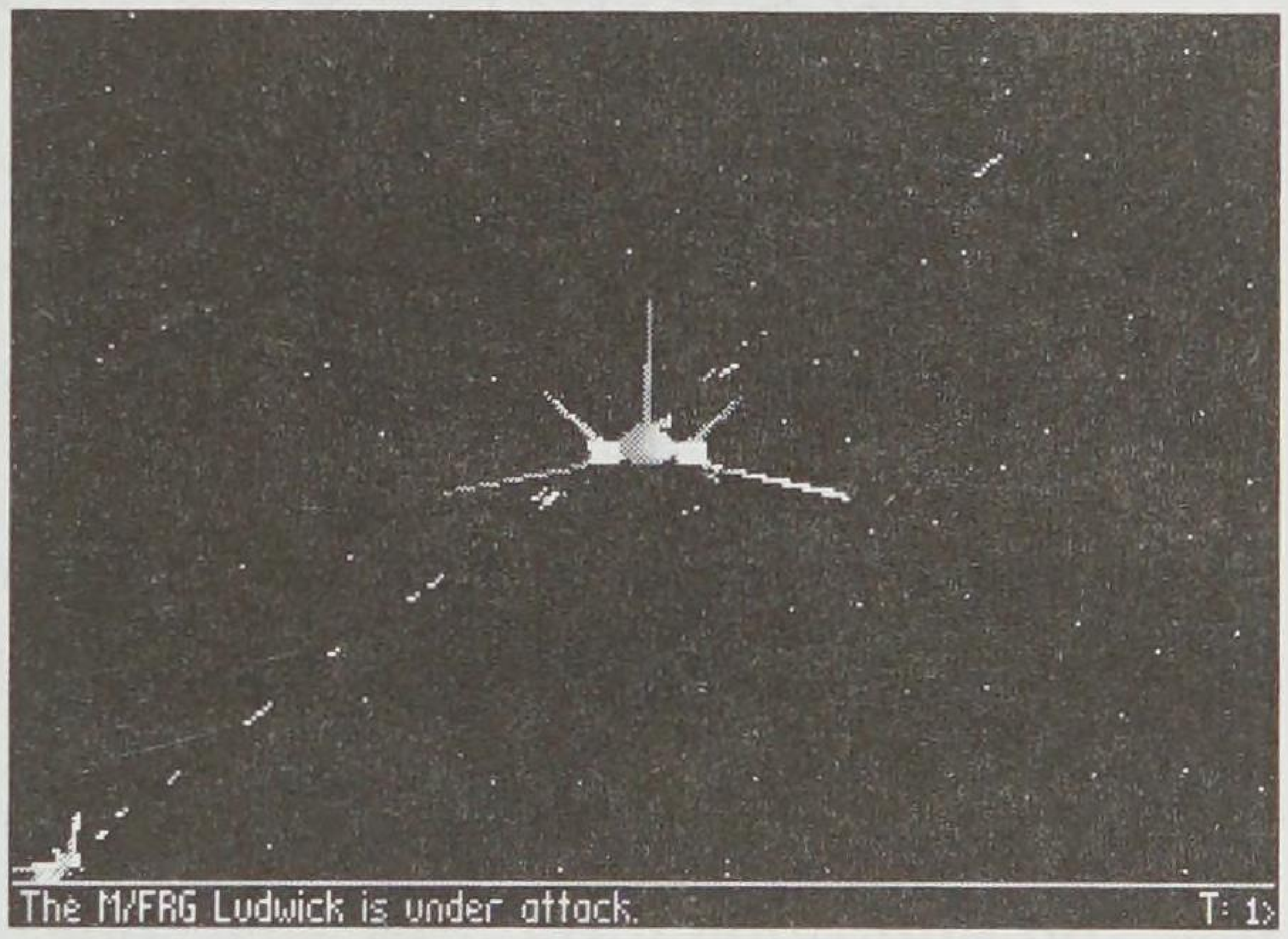
Meanwhile, the platform was still under attack by the B-wings. Checking the patrol craft, I found that Ranger 1 was OK, but *Ranger 2* was being attacked by transport group Rover. I reset shield recharge to zero to close quickly and switched back to dual torpedoes. I had an X-wing or an A-wing on my tail, but my shields were charged up, so I ignored him. It took a missile hit, but my shields held.


Stay alert. Intercept any attacking craft.

Watching over the SPCs.

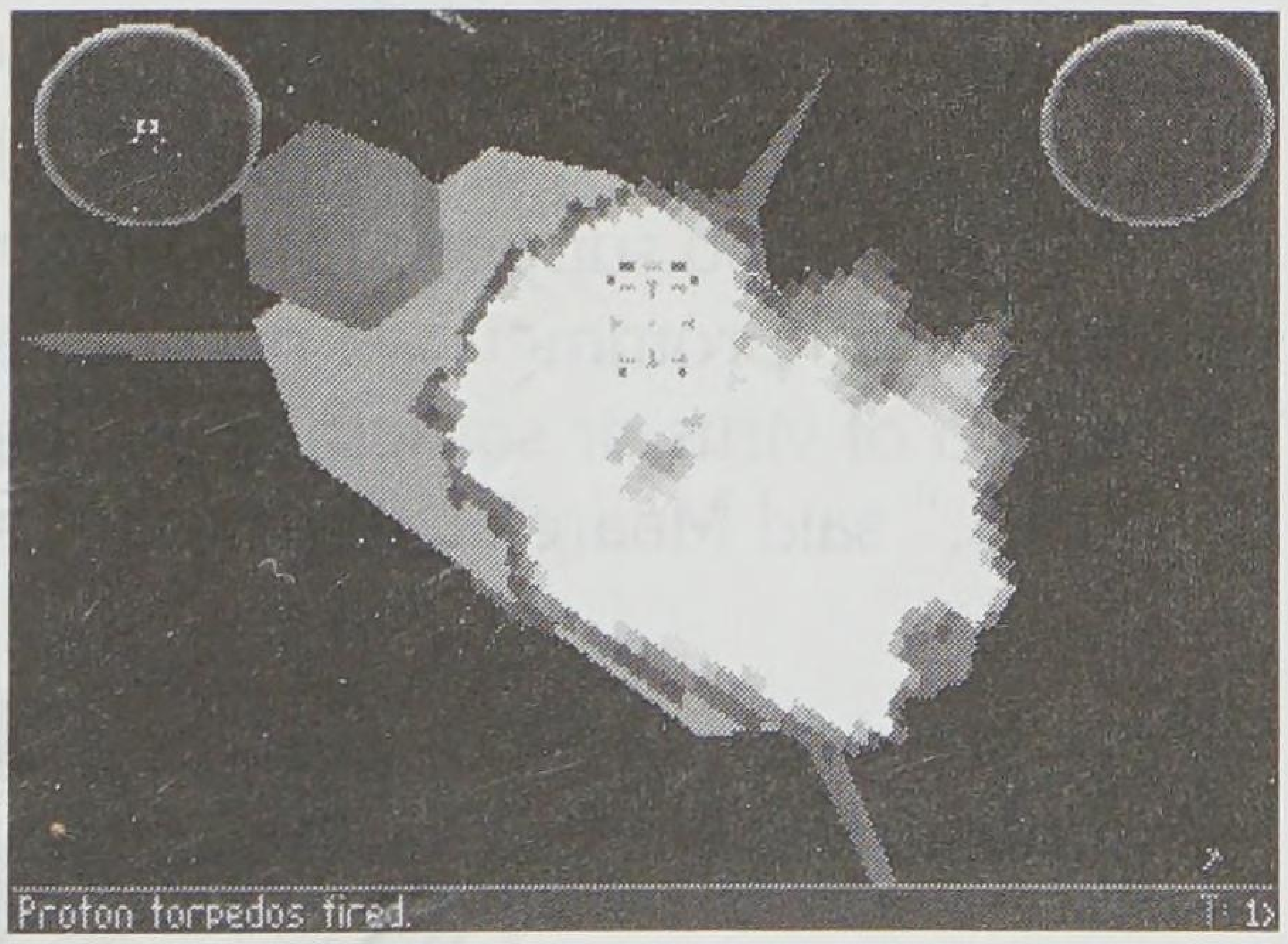

Proton torpedo fired.

Targeting TRN *Rover 2*.


The M/FRG Ludwick is under attack.

The *Ludwick* is under attack.

I rebalanced my shields to the rear to protect me from further attacks, then I fired my first torpedoes at Rover 1. I had to transfer cannon energy to my shields and rebalance them. Then I fired torpedoes at *Rover 2*, following that attack with an attack on *Rover 3*. Once all the transports were destroyed, I checked the condition of the patrol craft and the platform, then turned to take care of the A-wing that had been dogging me. I put my shields down to zero recharge and lasers on dual fire. Another Rebel starfighter attached itself to me, and I noticed that the B-wings had gotten the shields down on the platform. I hoped the *Stalwart* would return soon.


Proton torpedos fired.

Shooting the ATR.

I discovered that one of the ATRs was still alive, but not for long. The platform got it. I kept after the A-wings, taking out A-wing *Gold 1*. Then I went after X-wing *Red 2*. I turned up my shield recharge rate to match speeds with the X-wing and get my shields in shape at the same time. Finally, the *Stalwart* jumped in and my primary goals were complete.

Meanwhile, A-wing *Blue 1* tried a suicide attack on the M/FRG *Ludwick*. I ramped up to a speed configuration and went after him to get the credit. Then I took on some more A-wings. Finally, I returned to the *Ludwick* for debriefing.

Debriefing

Primary Goals: Platform XQ3 NL-1 must survive.
Patrol Craft *Ranger 1* must survive.
Patrol Craft *Ranger 2* must survive.
VSD *Stalwart* must arrive.
Secondary Goals: SHU *Electra* must be captured.
Bonus Goals: TRN *Shark* must finish docking operations for 2600 pts.
Inspect SHU *Electra* for 300 pts.

They had seen little of Ketcher in the days past, and Maarek suggested looking in on him. He hadn't been on the active duty list during the last mission, and so hadn't flown.

When they found Ketcher in his quarters, he looked sleepy. Not that he was the energetic type normally, but he appeared listless and barely acknowledged their presence.

"Hey, Ketcher. You all right?" asked Grommet cheerfully.

The tall man looked directly at them, but it was as if he didn't see them. "I'm fine," he said in a distant voice. "What are you doing here?"

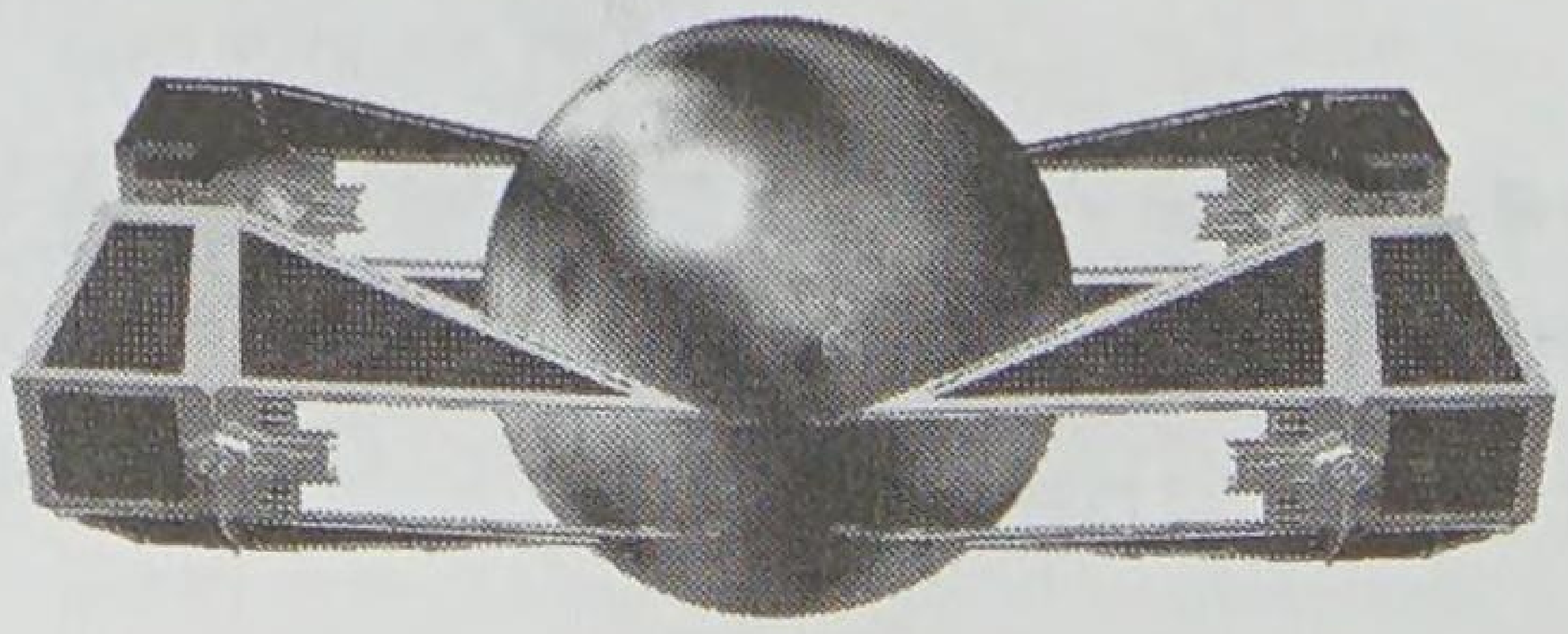
Alimet spoke up. "We just came to see if you'd like to play some sabacc or maybe come have a drink?"

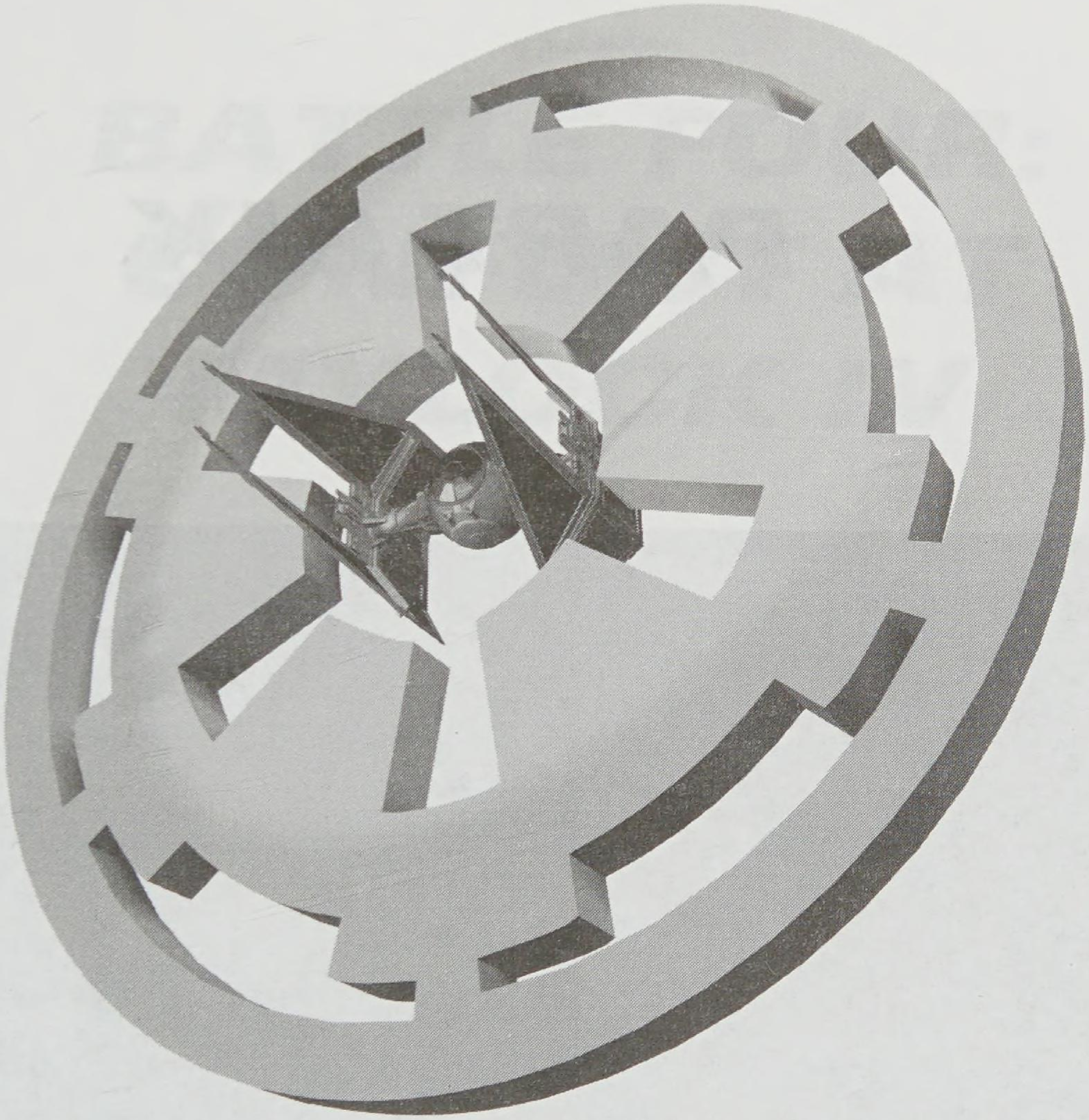
Ketcher seemed to brighten at the thought of sabacc. He was a nasty player whose bluffs were impenetrable. "Maybe later," he said after a moment. "I'm feeling a little tired," he added. "Think I'll rest a while."

"What do you suppose is wrong with him?" asked Alimet.

For once, Grommet had no answers. Maarek suggested, "Maybe he has some kind of virus or something." They both looked at him blankly.

"Well," said Maarek defensively, "something's sure the matter with him."

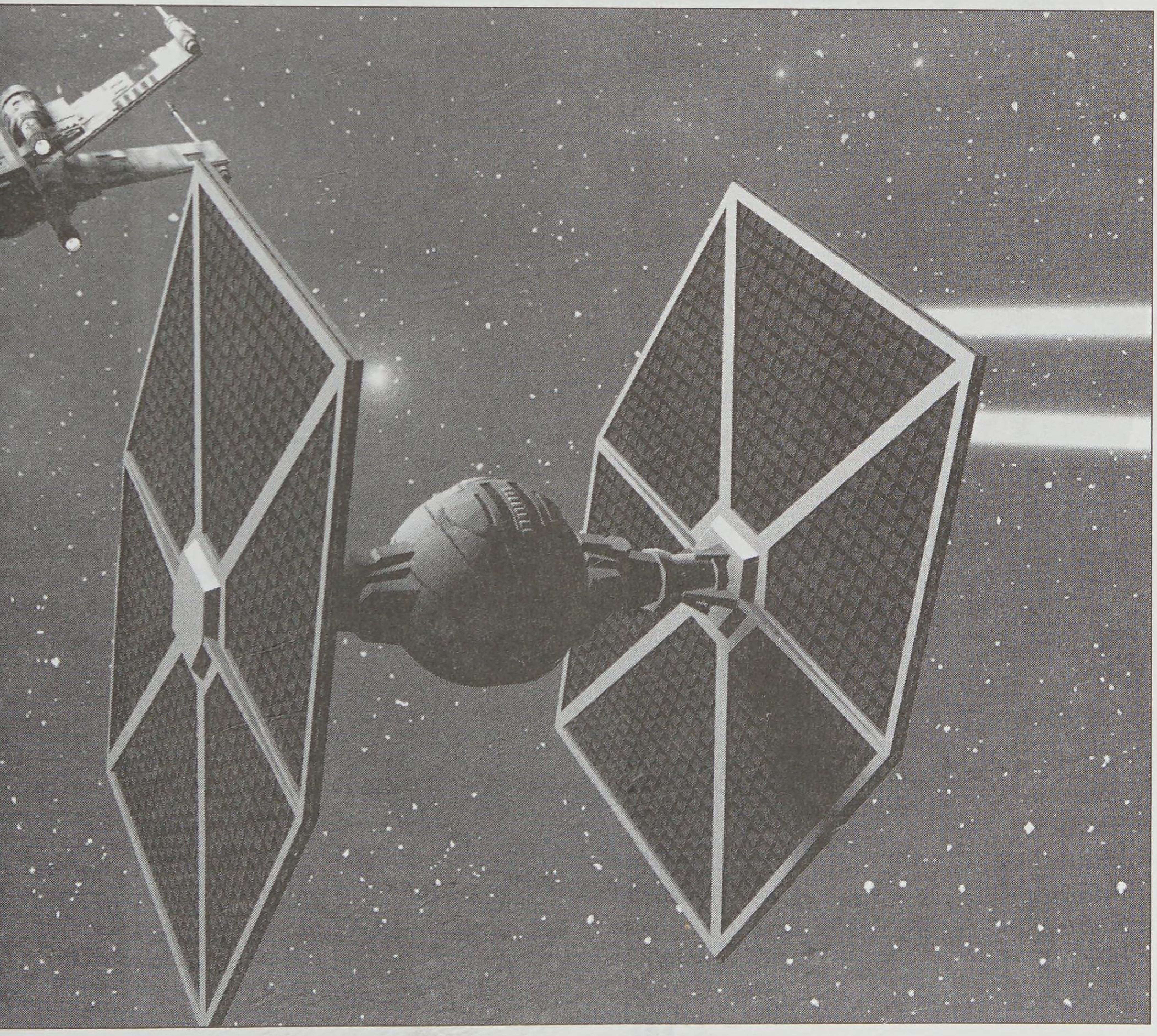


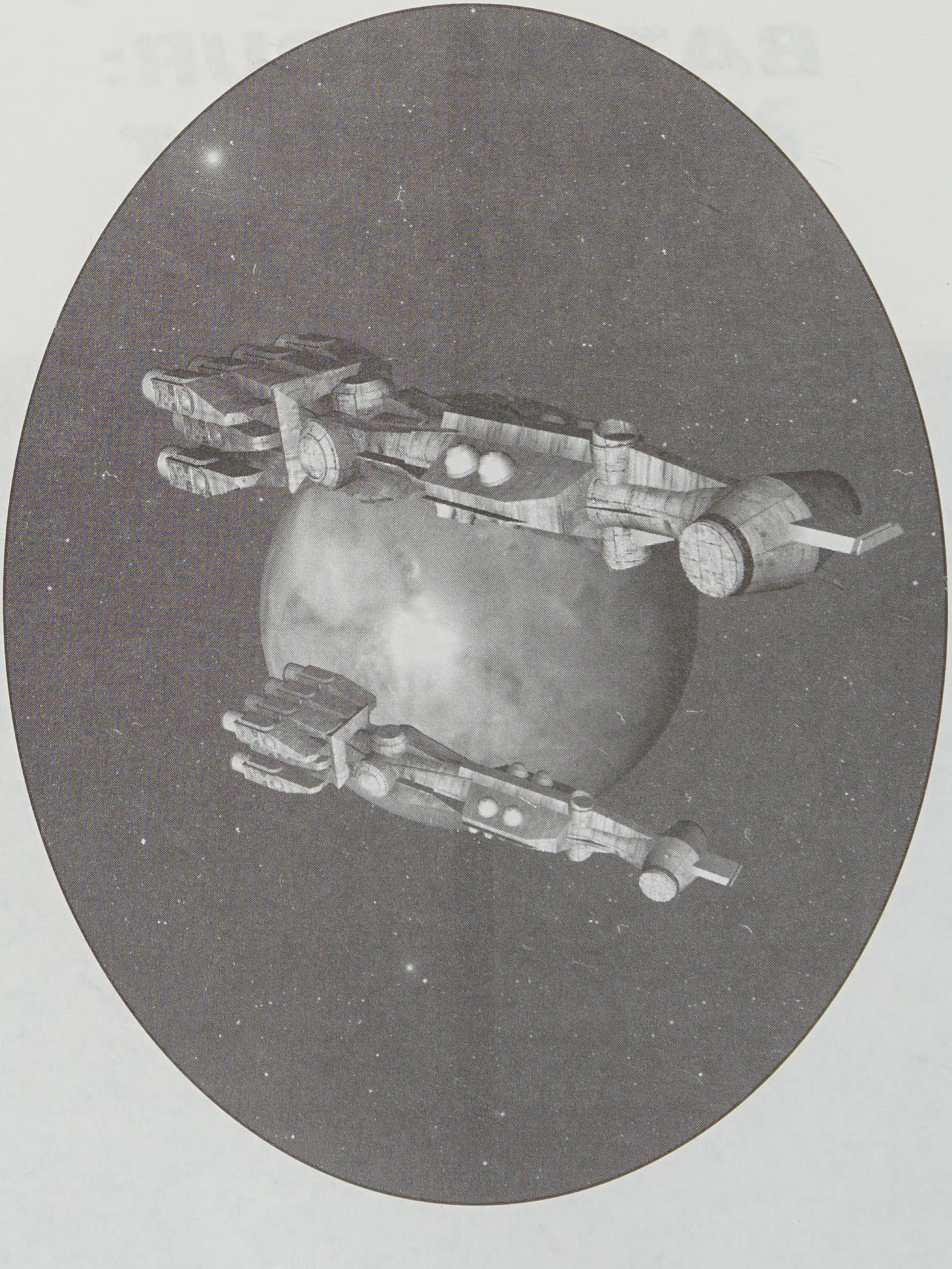


PART SIX

PART SIX

BATTLE FOUR: CONFLICT AT MYLOCK IV





PART SIX

Battle Four: Conflict at Mylok IV

As it turned out, Maarek received transfer orders again. This time he was moved to the FRG *Shamus*, under the command of Admiral Zaarin. He didn't have a chance to say good-bye to Ketcher, though he did take his leave once again of Grommet and Alimet. "Take care of Ketcher," he had said as he left, and they assured him they would.

He was about to leave when Alimet asked, "How come you're always being transferred, Maarek? You move around more than any of us."

"Don't know," answered Maarek, but privately he suspected he did know. It was almost certainly the Order that was behind his frequent moves. Starting with Mordon, Maarek knew he had been a pawn in a larger game. They moved him at their whim, so he could do the work they could not do. How many others were there like him, basically doing the Emperor's little jobs, but not knowing a thing about why they were necessary, or what the information they uncovered might mean?

In the end, what he thought didn't matter. He was, for some inexplicable reason, what he was. A tool. And wasn't that what he signed up for when he joined the Imperial Navy? He supposed he should feel especially privileged to perform these extra tasks, never mind how many times the process involved had nearly gotten him killed.

Maarek thought about the Order, the Emperor, Harkov, Trace, and a lot of other subjects on the transport that took him to his new assignment, the FRG *Shamus*.

As usual, he slid silently and easily into the framework of yet another ship, and within hours, he was ready for active duty once again.

He recognized a few of the pilots aboard the *Shamus*. None were friends, but they were familiar enough and they also recognized him; there was no mistaking the buzz of sudden conversation which began when he entered the mess. Nobody greeted him, and he collected some food — not bad by frigate standards — and went to sit at an empty table. He wasn't feeling sociable, anyway.

Yes, Maarek had begun to gain a reputation — among the other pilots, at least. He suspected that his strange behavior on missions, those actions that often got him in trouble with his superiors, also bothered the other pilots. Add to that the fact that he was rarely punished for his apparent lack of discipline, and he must have seemed doubly strange. He suspected that the Order somehow prevented him from taking the heat when he broke formation or went off seemingly on a mission of his own design.

Of course, he had frequently turned up important information or ID'd the odd Rebel-carrying ship. That was a part of his reputation as well. His promotions had come faster than most. He had to accept that. But more and more when his friends were not around, the other pilots had begun to leave him alone.

He was more than a little surprised, then, when Xeal first approached him.

"You're Stele, aren't you?" the pilot had asked.

"Yes," Maarek had answered, automatically studying the man who stood before him. He was quite young, his face unseamed by the rigors of space combat. You could see it in the eyes. After a dozen missions or so, a pilot gained a certain look in the eyes. Other pilots could see it. Of course, thousands of new pilots never got that look — they didn't live long enough. Despite his youth and apparent lack of experience, the young man seemed quite self-possessed. He had an air about him, something Maarek, mulling over in his mind later, identified as quiet arrogance.

The young pilot endured Maarek's quick appraisal, then asked, "May I sit down?"

"Certainly," Maarek answered, motioning toward a chair. "What's your name, cadet?" he asked.

Without taking his eyes off Maarek, he sat and told him, "I'm Xeal."

"It's good to meet you, Xeal," answered Maarek. "What can I do for you?"

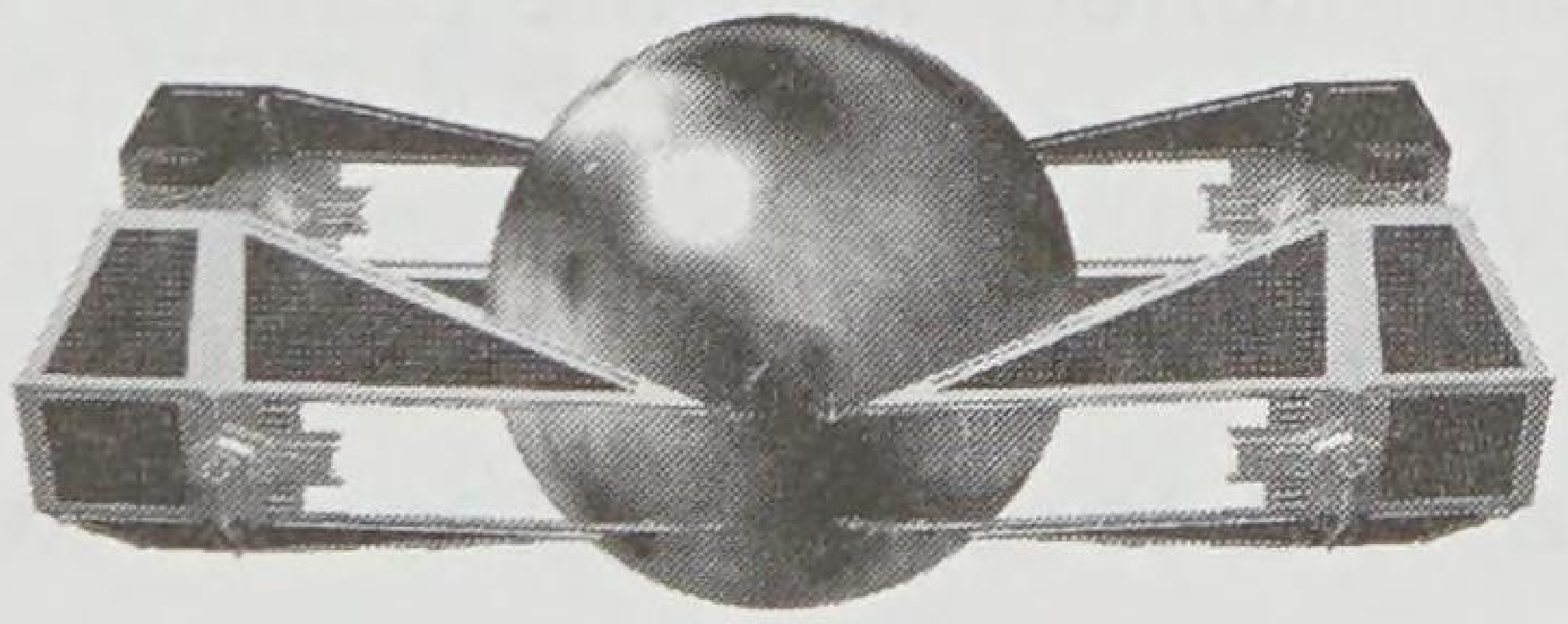
"I want you to teach me how to survive." The eyes never wavered. The young man was completely serious.

To Maarek's credit, he resisted the temptation to laugh — his initial impulse. He had never been asked to teach anyone. It seemed absurd. But then, looking at this earnest young pilot, he realized that the man's life expectancy was depressingly low. Most pilots died in their first real combat. The odds were never very good, but they got better the longer you survived. Veteran pilots, which Maarek had to admit he was now, developed an instinct for survival in the heat of battle. Some of it was knowing how to control your starfighter and how to gain an advantage or watch your back. Some of it was simply the knowledge of when to fight and when to back off. For instance, most pilots had to learn not to try a head-on pass against an enemy starfighter in an unshielded craft; those that tried it often didn't live to learn the lesson.

Moreover, Maarek knew that his own survival odds had increased dramatically under the tutelage of Admiral Mordon, whose experiences had helped fill in the gaps in Maarek's own training. Perhaps this hopeful young man's request was less absurd than he had at first thought. But then, he, Maarek, was hardly a Mordon.

Xeal sat patiently, watching Maarek consider his request. When Maarek finally responded,"I'll be happy to tell you what I know, but it's precious little," a broad smile lit up Xeal's face, and he beamed. "Thank you. You have no idea how happy that makes me," he said.

Just then, Maarek saw through the quiet confidence Xeal exuded and realized that this young man was scared to death.



Admiral Zaarin was checking the convoy schedule. "You're sure you've double checked the security," he asked.

Major Crundha nodded. "Everything has been checked and rechecked, sir."

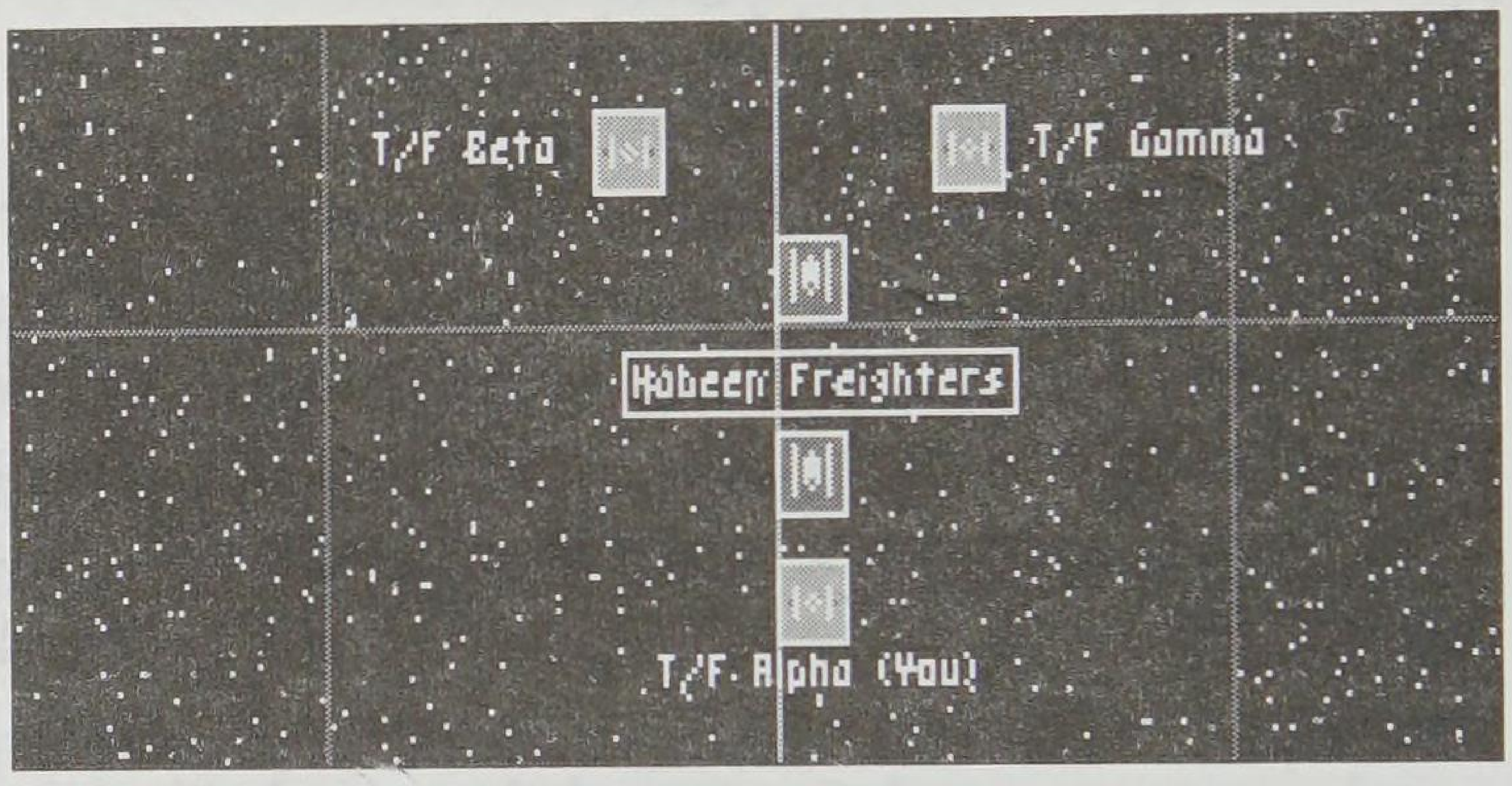
"You know, Crundha, this technology is going to be a big asset for the Empire. The Emperor will surely reward those who bring it to him."

The major nodded again, knowingly. "Yes, sir. I understand. But what will we do about the Nharwaak? They are balking."

Zaarin picked up a small ceremonial knife from his desk and held it before his face, staring at its sharp tip. Crundha stiffened noticeably. "We will deal with the Nharwaak, Crundha. Just as we will deal with all our enemies." The admiral put the knife down slowly and stood. "It's time to go. We have work to do."

As Zaarin walked toward the door to the bridge, Crundha wiped his brow with the back of his hand, sighed, and followed his master.

MISSION ONE: ESCORT CONVOY



Mission Briefing

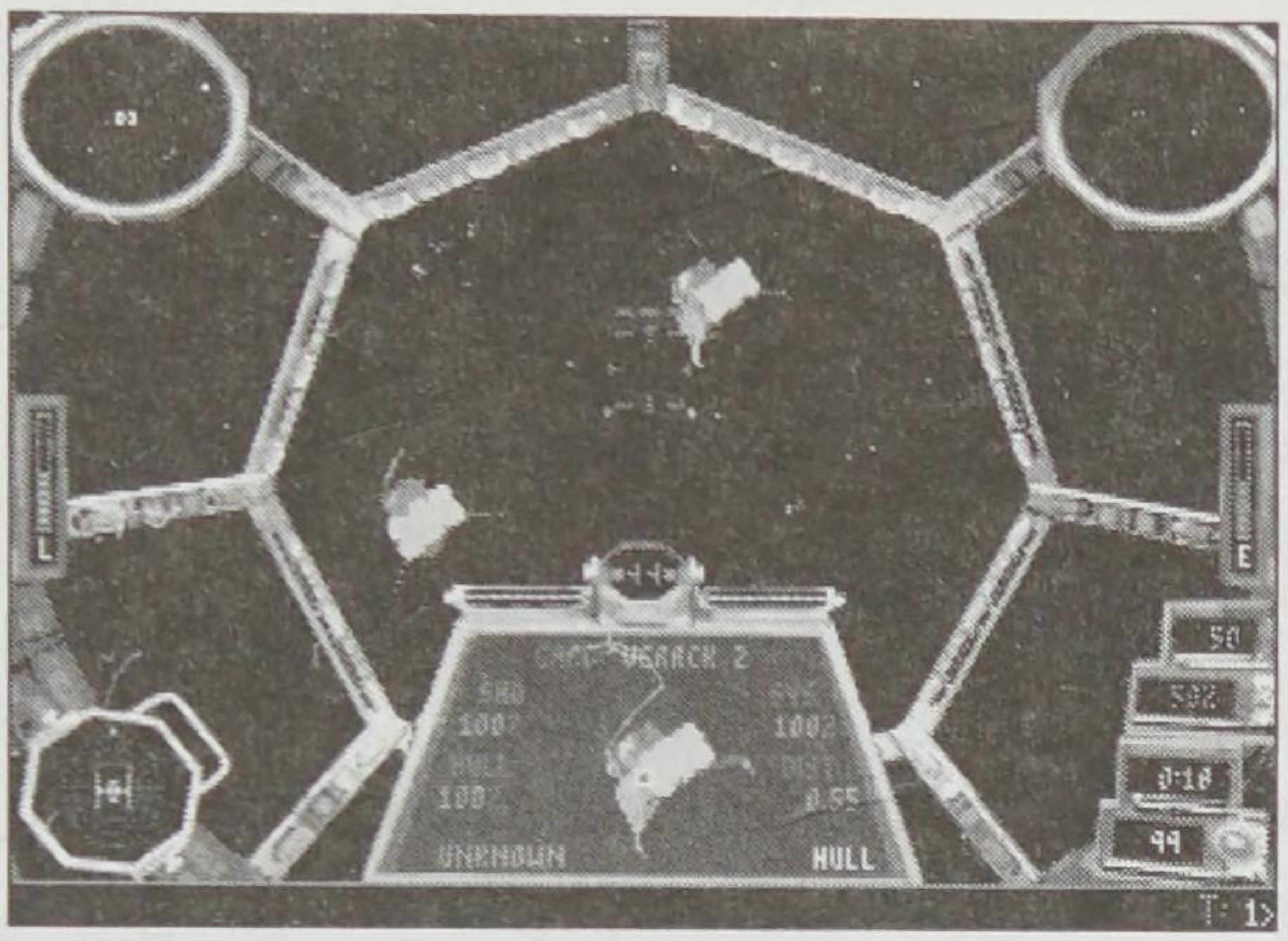
The Habeen convoy contains test hyperdrives for the new TIE Advanced starfighter. Your mission is to see to it that the convoy reaches its destination aboard the FRG *Shamus*. The Habeen's allies, the Nharwaak, have apparently disagreed with the decision to deliver this technology to the Empire. Therefore, it is possible you will meet with resistance from the Nharwaak. Don't let them interfere with the convoy. You will act as wingman in a three-ship group of TIE fighters.

Secret Order

Inspect all cargo containers to be sure their contents match the cargo declared on the manifests.

Stele's After-Action Report

At least they installed missiles on my TIE fighter. You always get to fly T/Fs when you get reassigned to a new ship. Anyway, this mission looked simple. We were just going to escort some cargo ferries into the area. I started out at 50% throttle, but throttled up and flew an inspection pass by the cargo ferries. Then, suddenly, three Y-wings jumped in on one side. Seconds later, three more had entered on the other side! I targeted them to find the closest Y-wing and ordered my wingmen in to attack. I increased my throttle to 100% and targeted the next Y-wing, *Red 3*. He was coming in and I went after him. I decided to use my lasers and save my missiles, so I powered up the laser recharge rate to full, knowing how slow Y-wings were. We quickly cleared out all the nearby Y-wings.

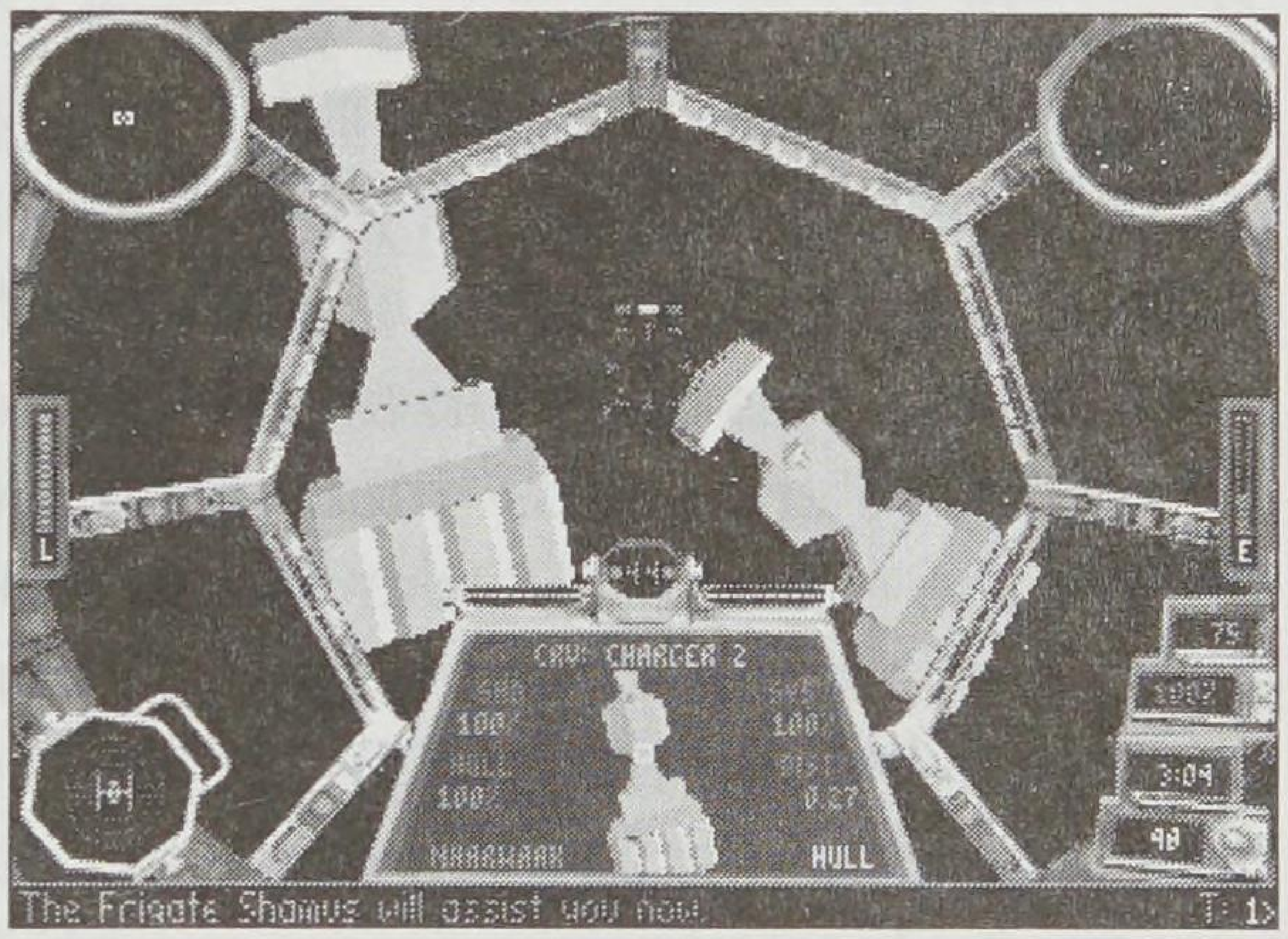


Inspecting container *Verack 2.*

The Corvette Charger 1 entered the area, flying across my path. I used a couple of my missiles on a distant Y-wing from group Yellow. These Y-wing pilots seemed to be more aggressive, probably much better trained, and more heavily armed than usual. I definitely decided to use my missiles on them.

I took my wingmen after Yellow group.

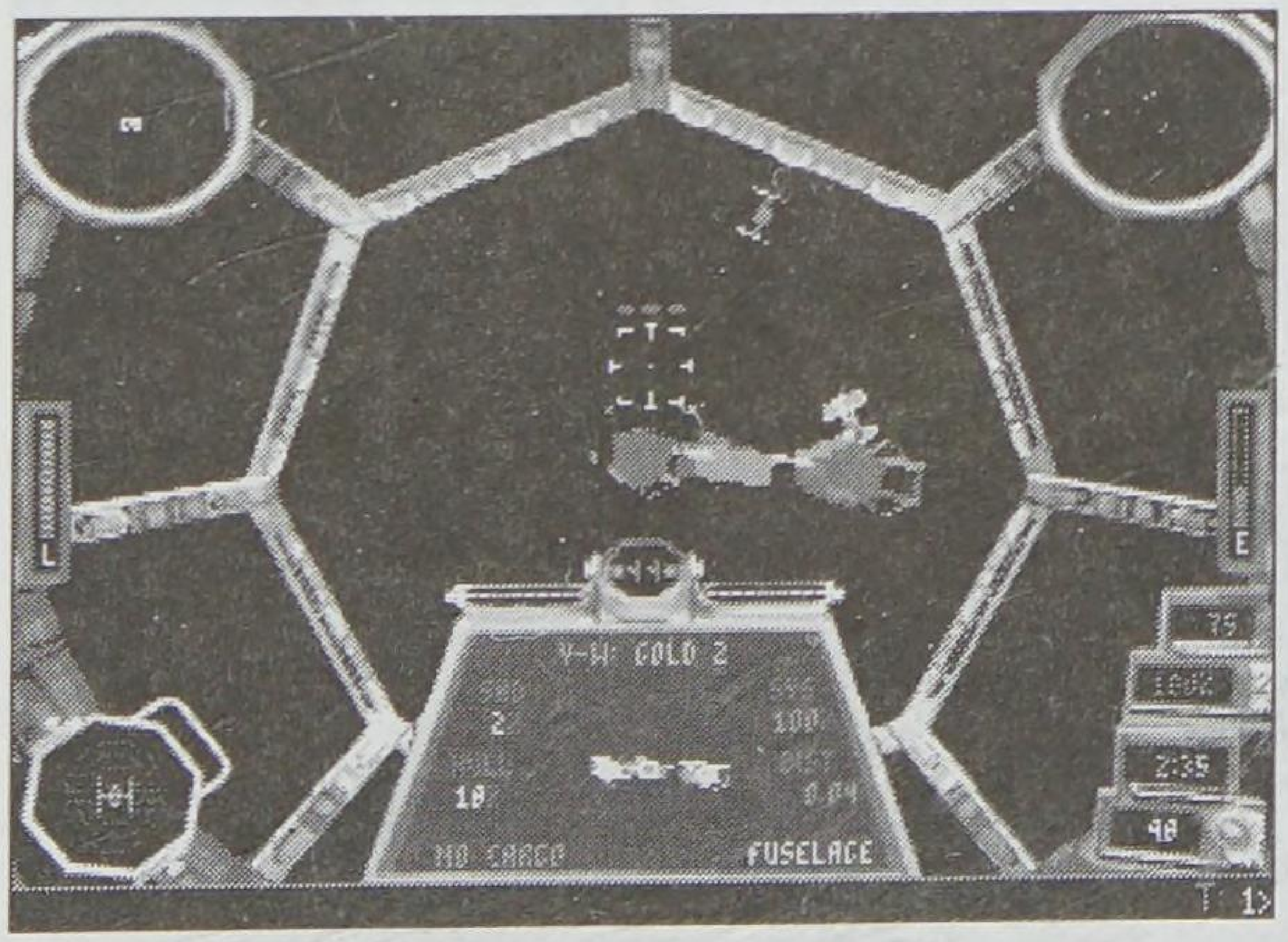
I noticed that the two corvettes from Charger group were going after the convoy, so I decided to "pull their teeth" a little. First, I targeted their turrets (pressing the "," key) and fired one missile at each, four missiles in all from very close. I also inspected them at the same time. I fired the missiles at them from the side.



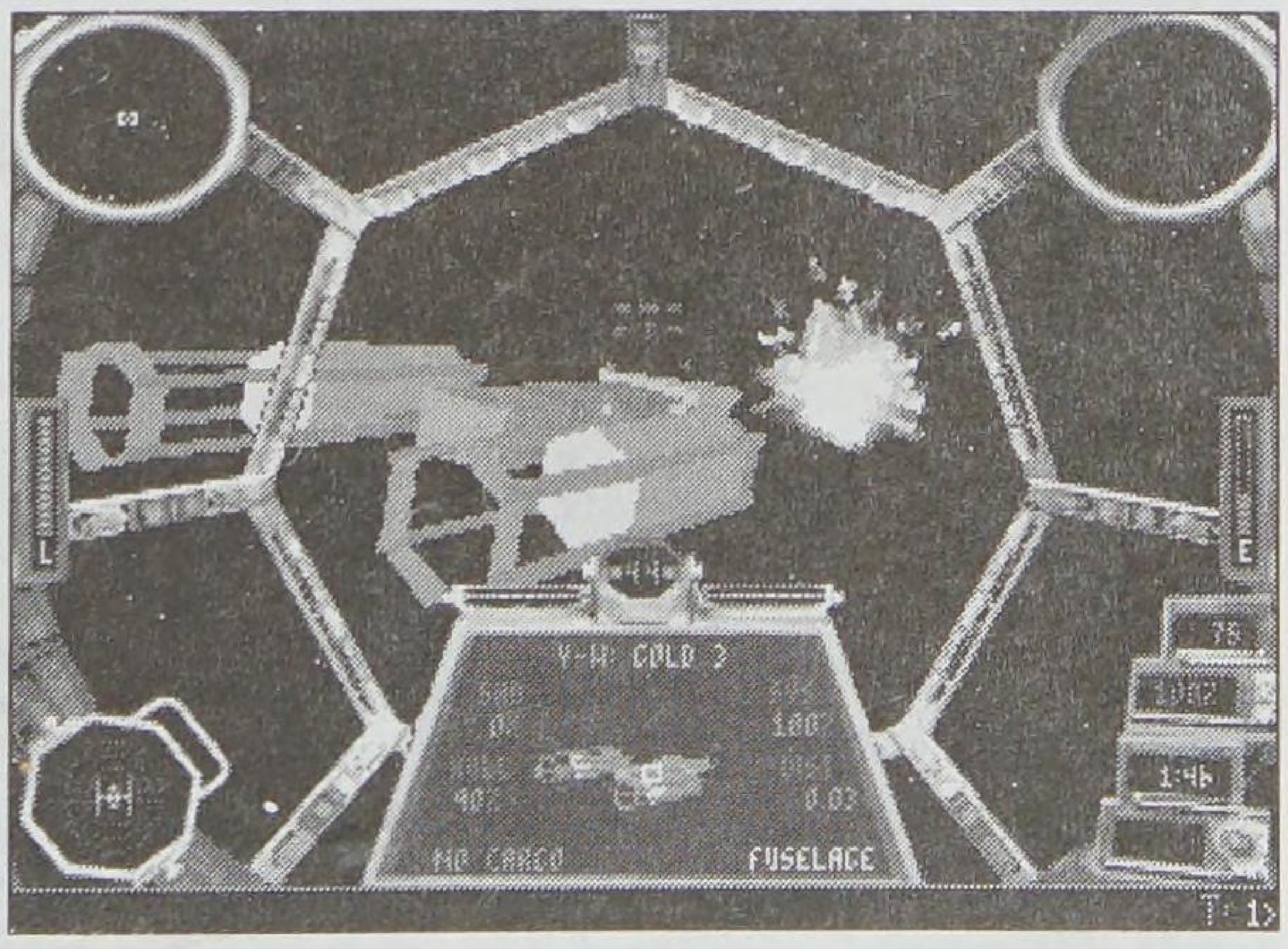
The Frigate Shamus will assist you now.

Approaching *Charger 2.*

Some more Y-wings from Striker group arrived. They had already launched torpedoes, so I had to scramble and try to intercept. I was successful, shooting down three out of the four torpedoes with my lasers. I sent my wingmen to attack the Y-wings and joined them in the battle. We took out groups Yellow and Striker. When Y-wing group Scarlet arrived, we went after them, as well.



Y-wing *Gold 2* is ready to go.



Blasting Y-wing *Gold 3.*

NOTE: Flight Group Scarlet has no torpedoes, which made them less dangerous to the convoy. Meanwhile, a couple of the cargo ferries had unloaded their cargo, though some of them had taken a lot of damage. But my mission was complete. It was time to go home.

Debriefing

Primary Goals: Inspect 50% of cargo ferry groups Verack and Stimner.
FRG *Shamus* must survive.
Secondary Goals: Inspect 100% of cargo ferry groups Verack and Stimner.
Bonus Goals: Inspect CRVs *Charger 1* and *Charger 2* for 450 pts each.

"Why do we hate the Rebellion?" Xeal asked as he and Maarek headed for the simulators. Maarek had agreed to work with Xeal, to share his experiences and flight tactics. Truth to tell, Maarek was flattered by the young man's interest. But this question about the Rebellion was completely unexpected.

"They're criminals," Maarek answered a little angrily. "They're trying to disrupt the peace and order of the Empire. Little better than pirates."

"I don't know. I mean, before I joined up, I heard a lot of talk."

"We all heard that talk," Maarek argued. "But that's all it is. I've seen what the Empire stands for. We bring peace to warring worlds. We bring order and prosperity for everyone."

"Some people say we bring tyranny."

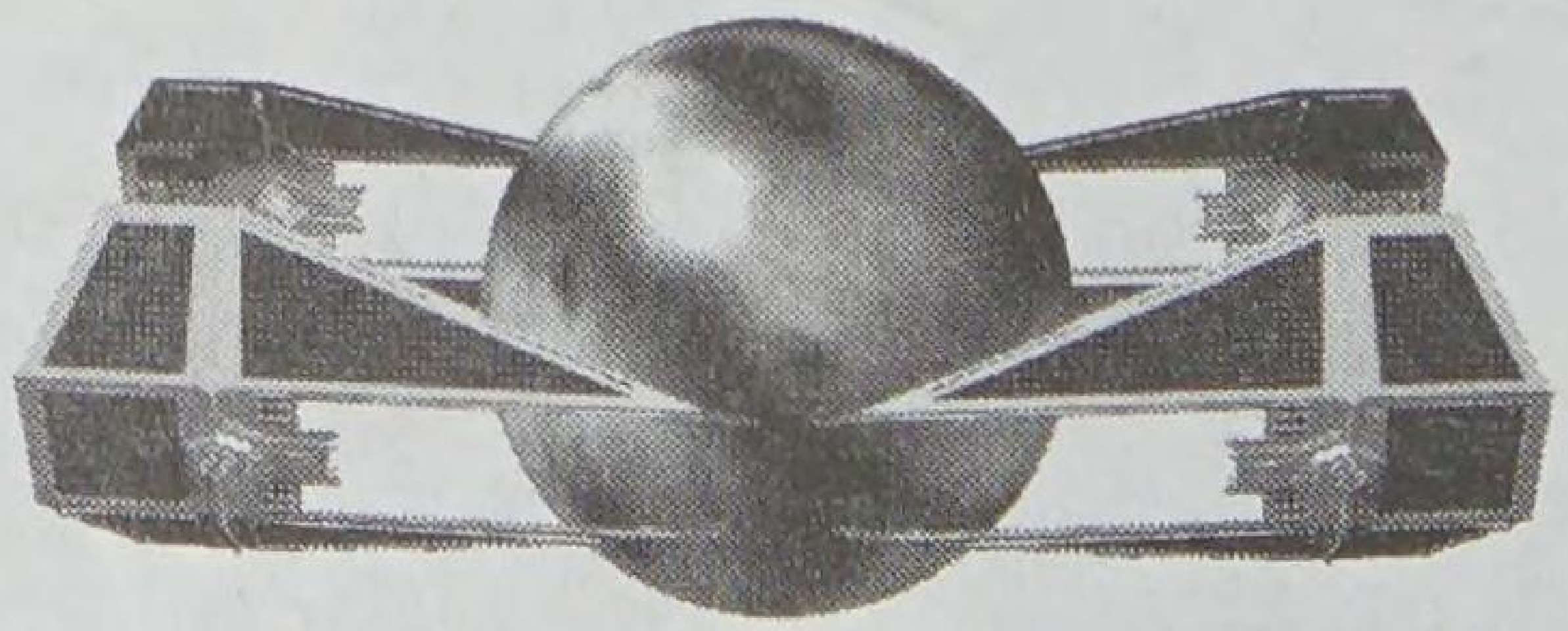
Maarek stopped dead in his tracks. "Quiet!," he ordered. "Are you trying to get yourself tossed in the brig . . . or worse?"

Xeal lowered his eyes. "I — It's just that I wonder about whether I really hate them."

"You'll hate them well enough when they start shooting at you," Maarek said, putting both hands on Xeal's shoulders and making him look up. "To the Rebels, you're just a machine to be dismantled. They'd just as soon blast your TIE fighter with their laser cannons as have a good meal. Take it from me, the Rebels are a bloodthirsty lot. It's you or them."

"I guess you're right," said Xeal. "But I sometimes wonder."

That night when he was alone, and not for the first time, Maarek thought about the Rebellion, and he, too, wondered.



Zaarin stood on his private observation deck, Crundha, as always, by his side. He stood staring at the bright stars, momentarily allowing himself to dream, to encompass them within his grasp. Nearby, the small gray planet Mylok IV appeared as if suspended over the backdrop of stars. The three Habeen civilians stood, shifting uncomfortably. Zaarin knew they were there, but he chose to ignore them for the moment and savor his own private thoughts.

Finally, the admiral turned and faced his visitors. He offered an inquisitive look, but said nothing. The leader took Zaarin's look as an invitation to speak, and began, "Admiral, we have . . ."

At about the same time, Zaarin asked, "Now what is it that's so urgent?" The Habeen leader stopped talking instantly, embarrassed. It was a subtle thing, but he had just been forced to accept his inferior position, and, from the controlled expression on his face, he knew it. Zaarin smiled and said, "Hmm?"

The Habeen drew in a deep breath, visibly controlling himself. "I'm sorry, Admiral. We came to tell you that we are worried about the Nharwaak. They have been threatening to . . ." The man hesitated.

"Threatening to what?" asked Zaarin, his voice honeyed.

"Sir. Admiral. It's none of our doing. But they've said they'll sell this technology to the Rebel Alliance if we proceed with our deal with the Empire."

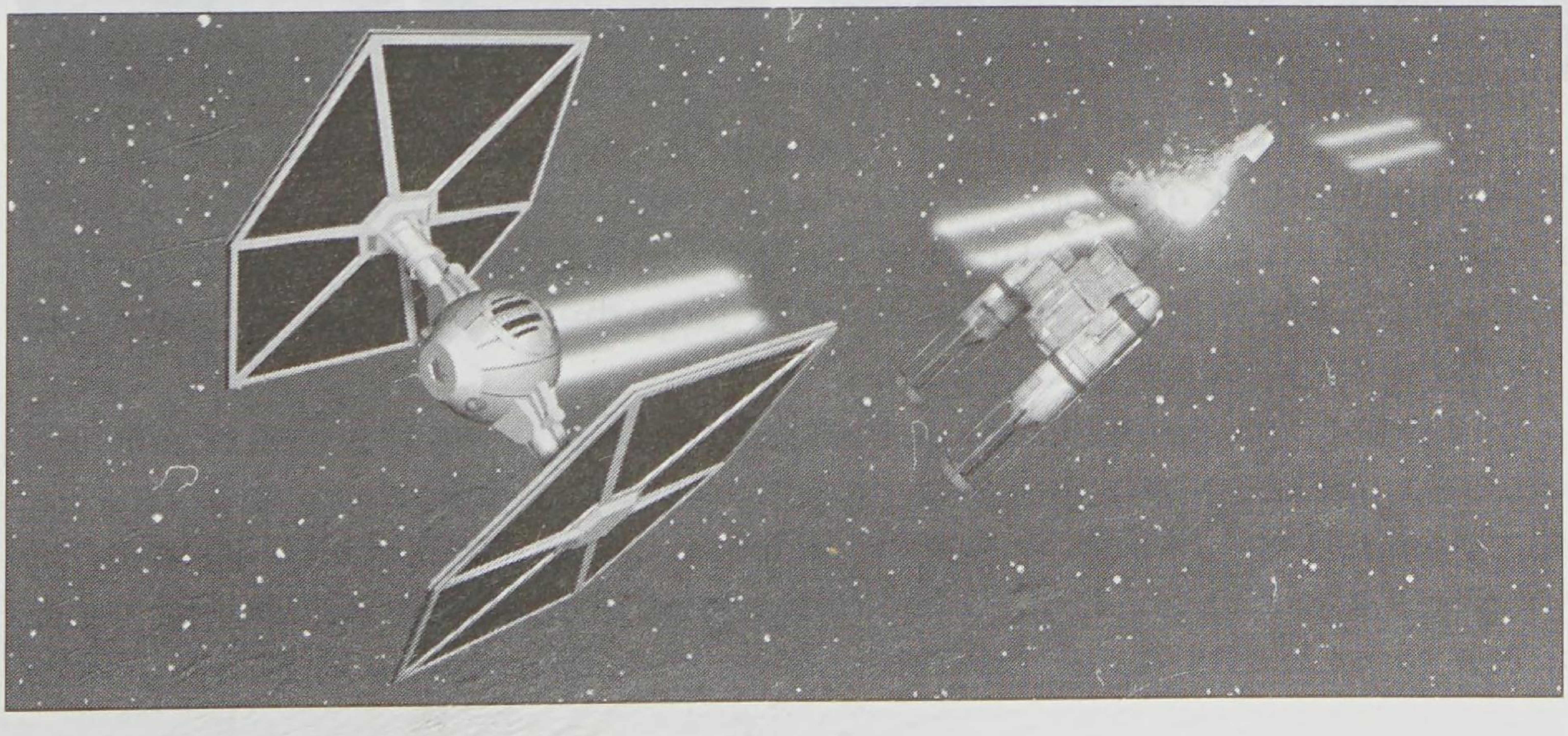
Zaarin looked angry. "They're your partners. You developed this hyperspace drive with them, did you not?"

"Yes, we did, sir. But that doesn't mean . . ."

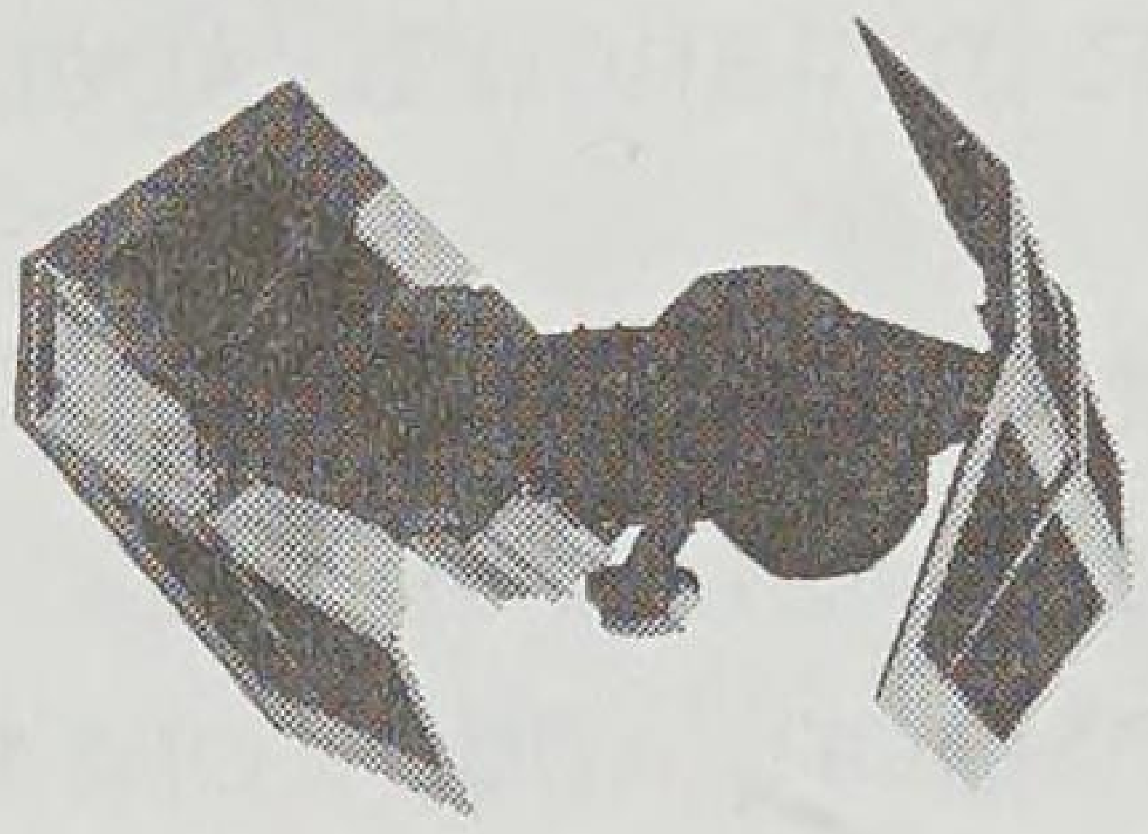
"Nonsense. You will make sure these Nharwaak understand their place. If they do anything that even looks like collaboration with the enemy, I will crush them." Zaarin made a fist and held it up. "Is that understood?"

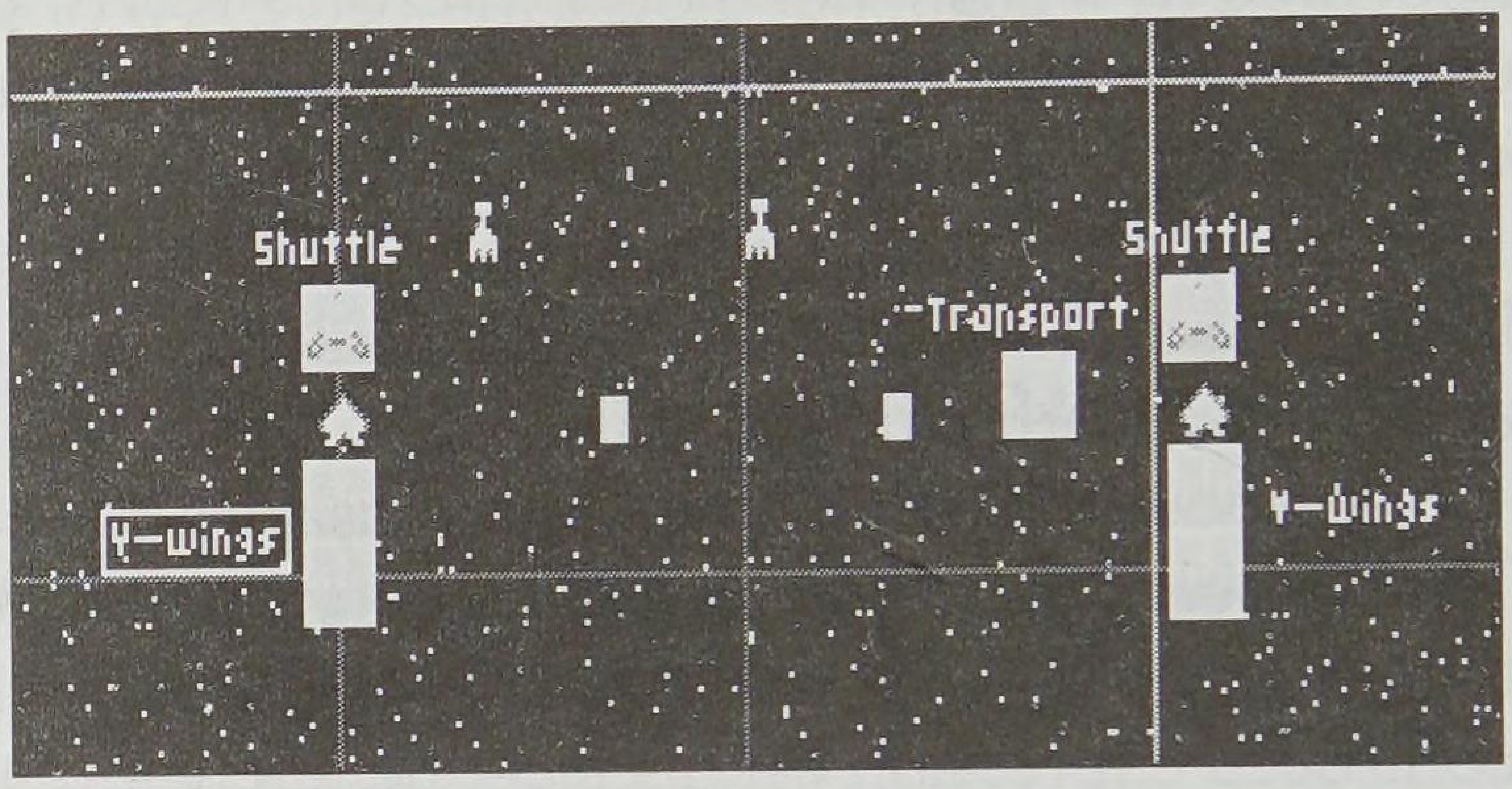
"It is understood," the Habeen answered.

When they had left, Zaarin turned to Crundha. "Major, I think it's time to take care of the Nharwaak. Let's get down to business."



MISSION TWO: ATTACK THE NHARWAAK

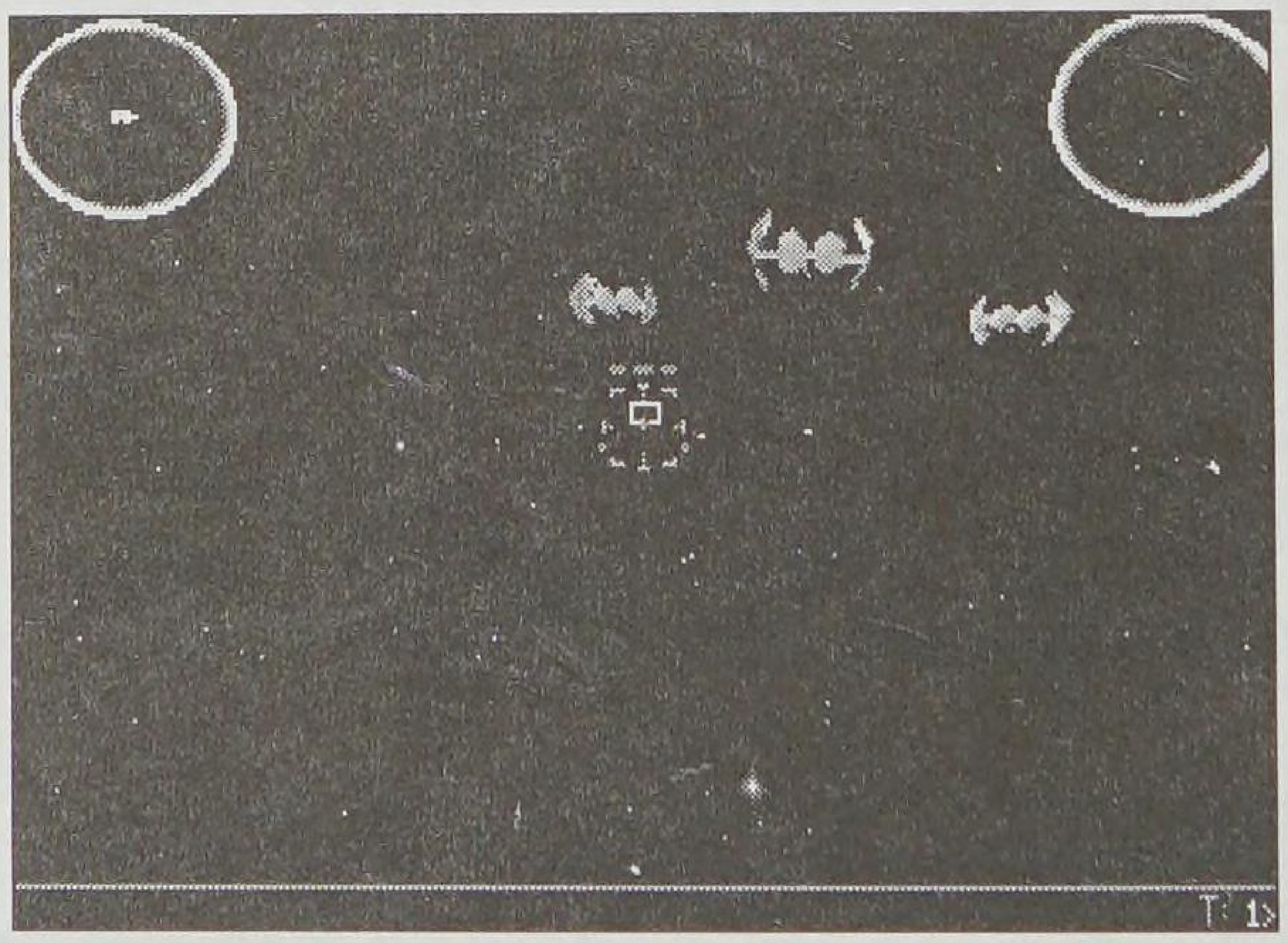




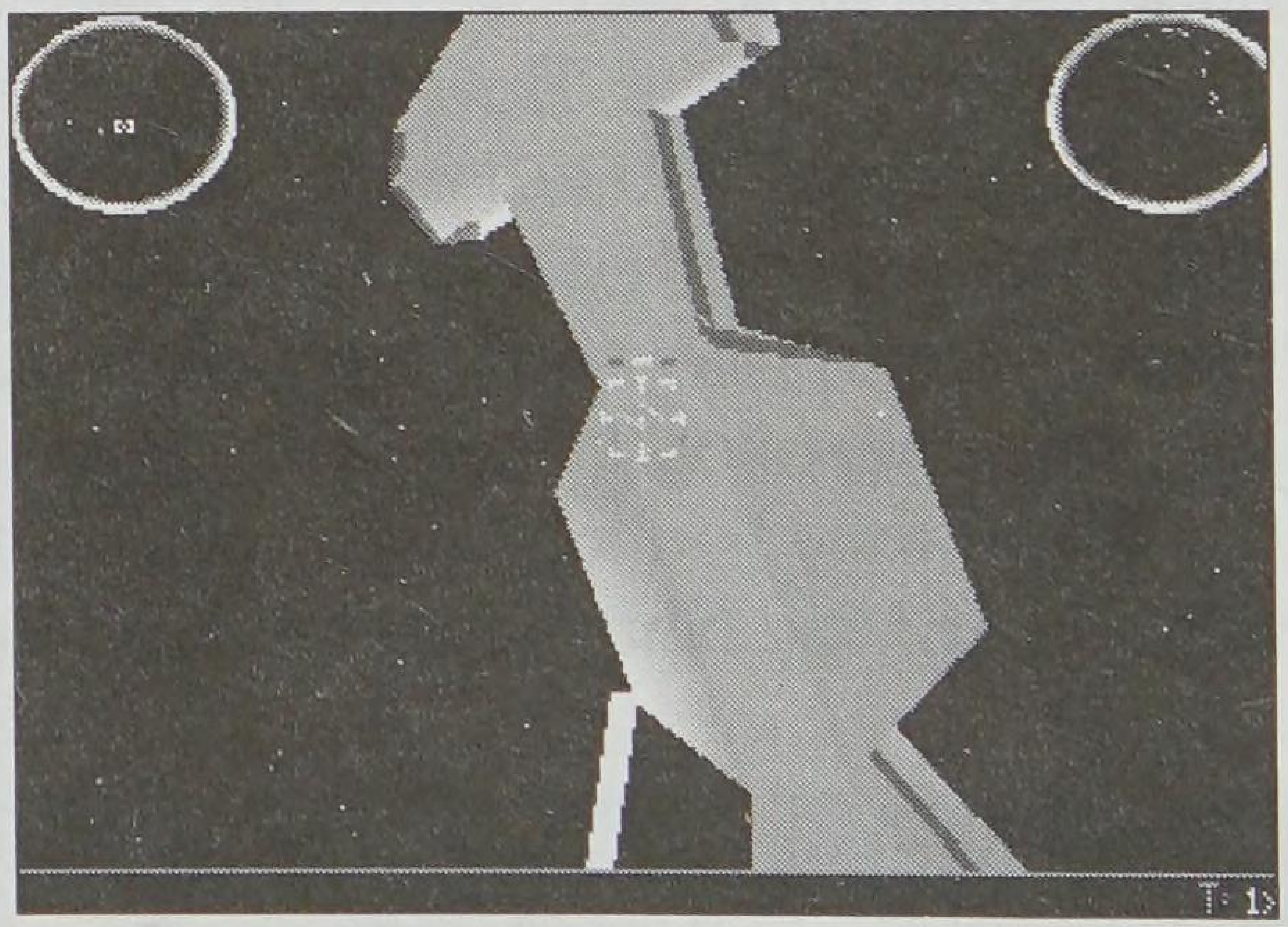
Mission Briefing

The Nharwaak are threatening to sell their jointly developed hyperdrive engines to the Rebellion. Imperial intelligence has located one of their main bases to eliminate this technology. You will fly as a wingman in a three-ship group of TIE Bombers. Eliminate the CRVs guarding the base and destroy all ships attempting to escape.

Stele's After-Action Report



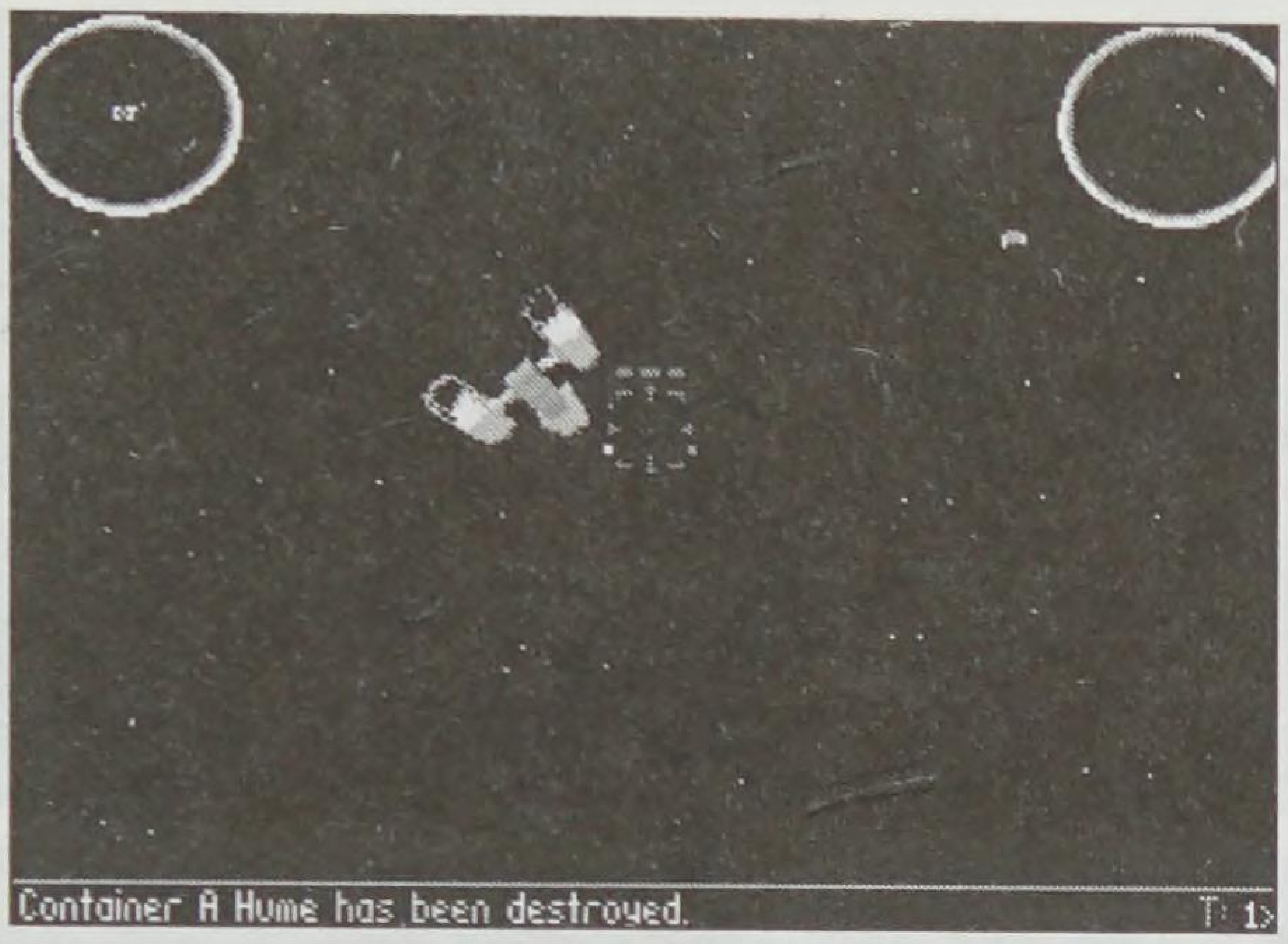
Startng out.



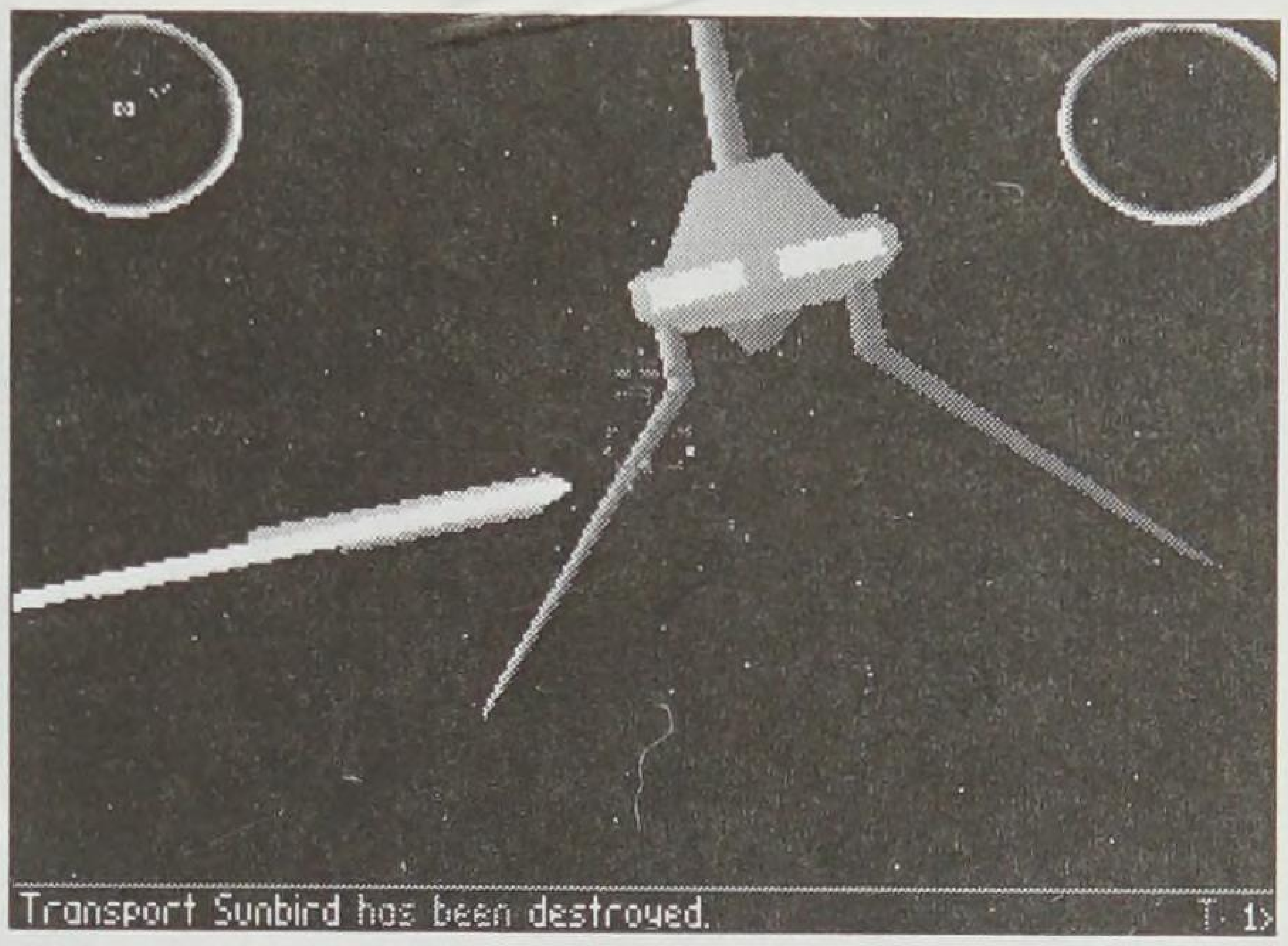
Strafing the *Shotgun*.

This was an attack mission, which I always found easier than escort missions. I was assigned to fly the TIE Bomber, one of my favorites, armed with six torpedoes. My priority objective was to stop the two corvettes, *Petor* and *Shotgun*, from escaping.

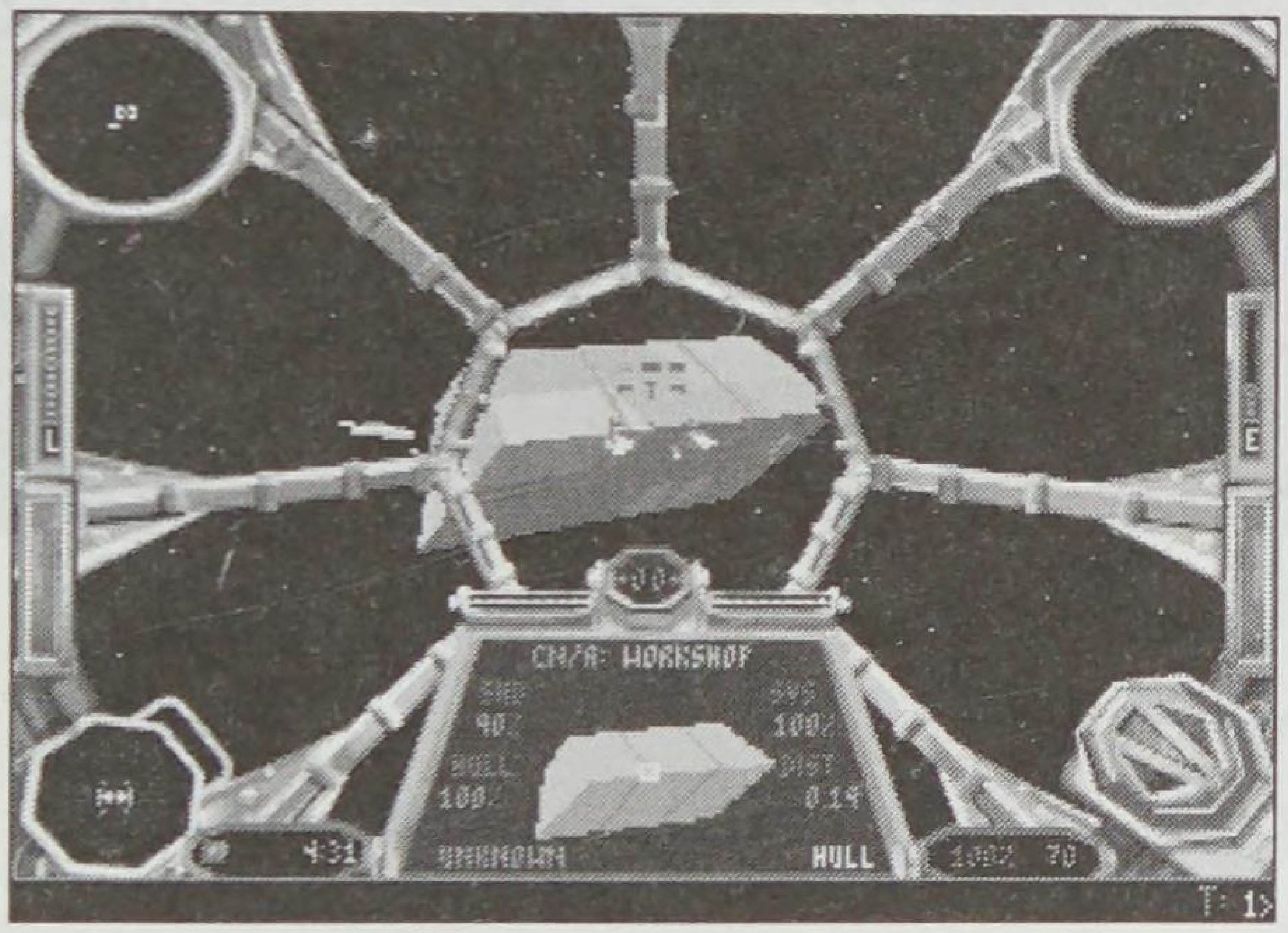
I set the throttle to full and checked the CMD for the first corvette. I ordered my wingmen to attack the *Petor* while I launched all six of my torpedoes at the *Shotgun*. After I launched all my torpedoes, I helped my wingmen again to finish off *Petor*, drawing off some of the CRV's fire. I shot a few laser blasts, but I definitely didn't want to get too close. I kept


Container A Hume has been destroyed.

Y-wing in trouble!


Transport Sunbird has been destroyed.

Taking out the TRN *Sunbird.*



Taking out the containers.

ordering my wingmen to attack. With us all attacking at once, there were fewer turbo lasers concentrated on any of us, and we were able to finish off the *Petor* quickly.

We went after the shuttle group Pamir next, then went after some Y-wings, destroying them all. As quickly as we could, we destroyed all the containers as well as the TRN *Sunbird*. Before I knew it, we had wiped out the entire base.

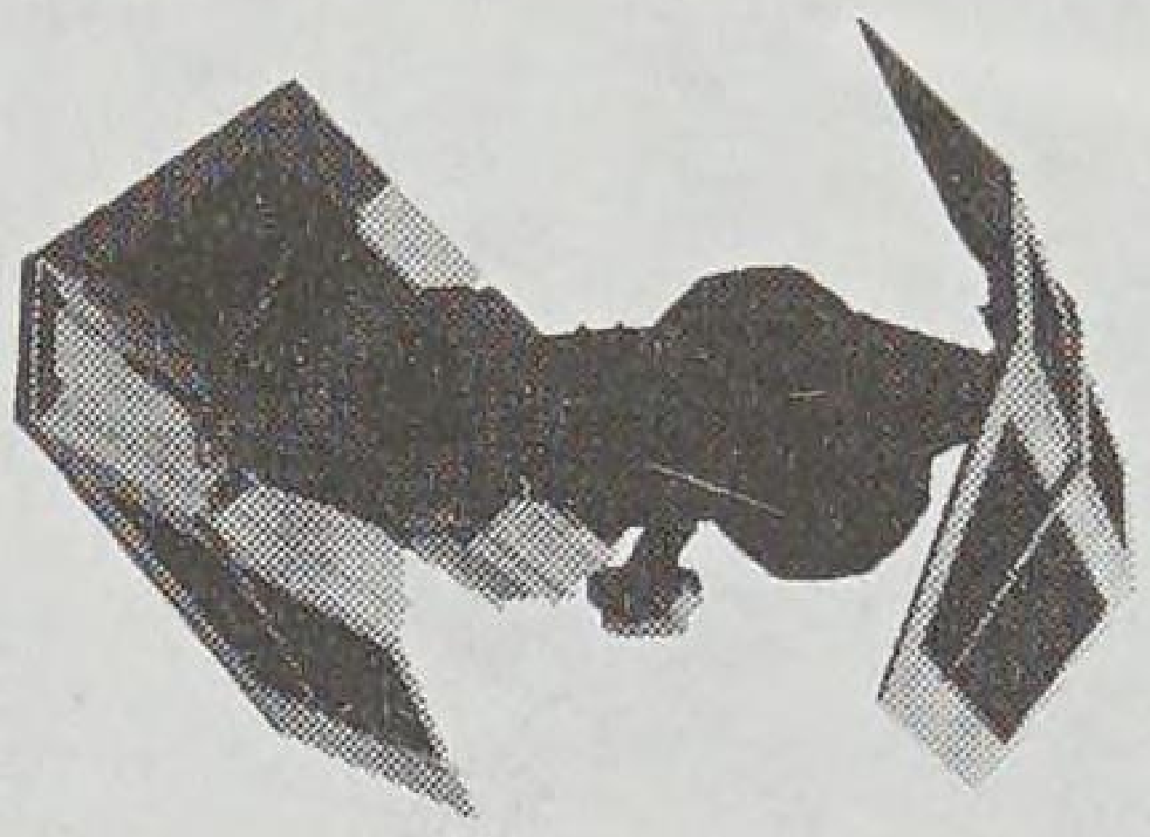
NOTE: An alternative method would be to fire a few torpedoes at the gun turrets of each CRV first, then finish them off with lasers when they can't shoot back.

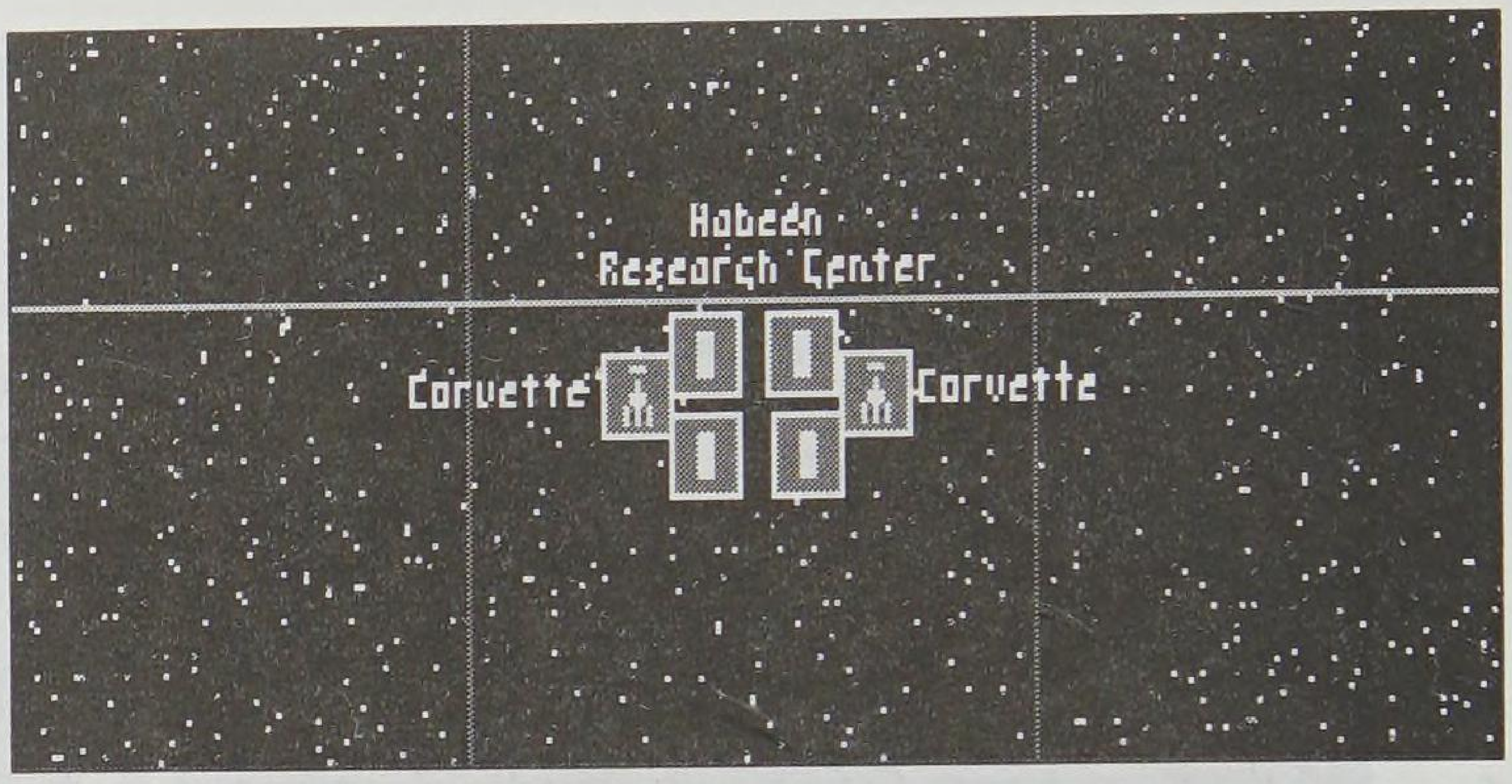
Debriefing

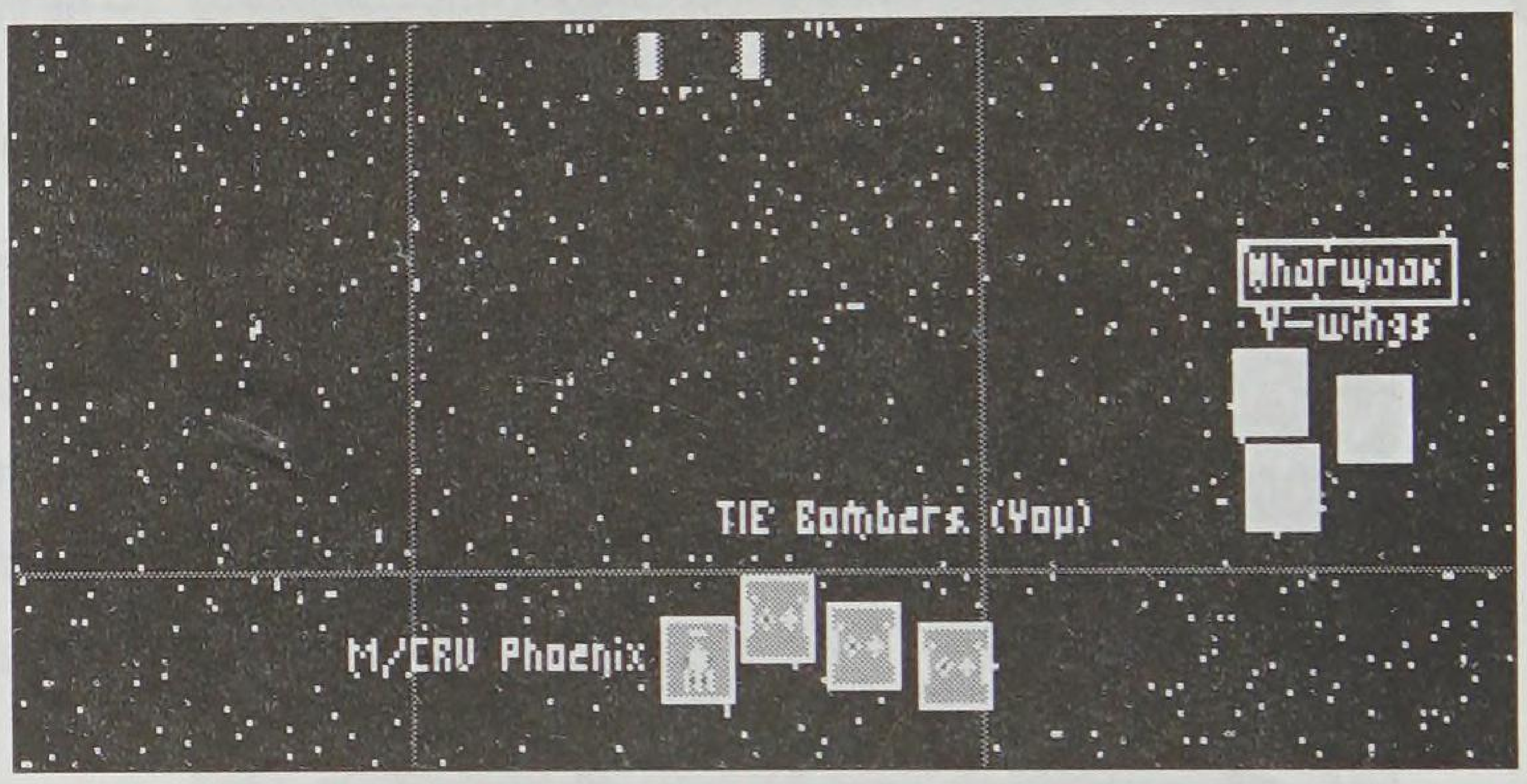
Primary Goals: Destroy containers *Junker, Hume, Workshop,* and *Repo.*
Destroy CRVs *Petor* and *Shotgun.*
Destroy TRN *Sunbird.*
Destroy SHUs *Pamir 1* and *Pamir 2.*
Secondary Goals: Destroy all Y-wings.

The Nharwaak reprisals were almost immediate. Maarek was sitting in the ready room with Xeal when the call came in. They were to scramble immediately. The Habeen research facility was under attack!

Mission Three: Defend Tech Center



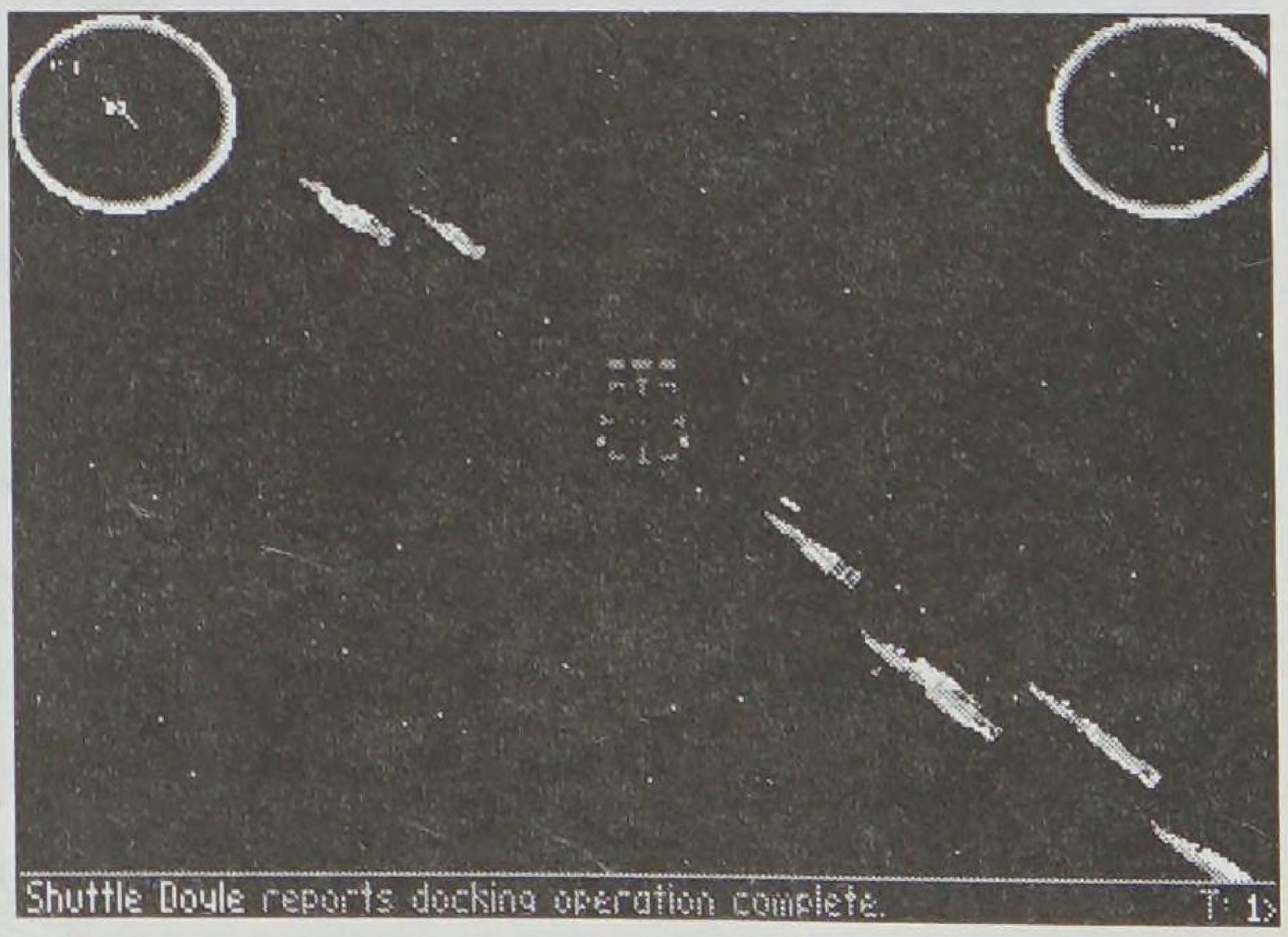




Mission Briefing

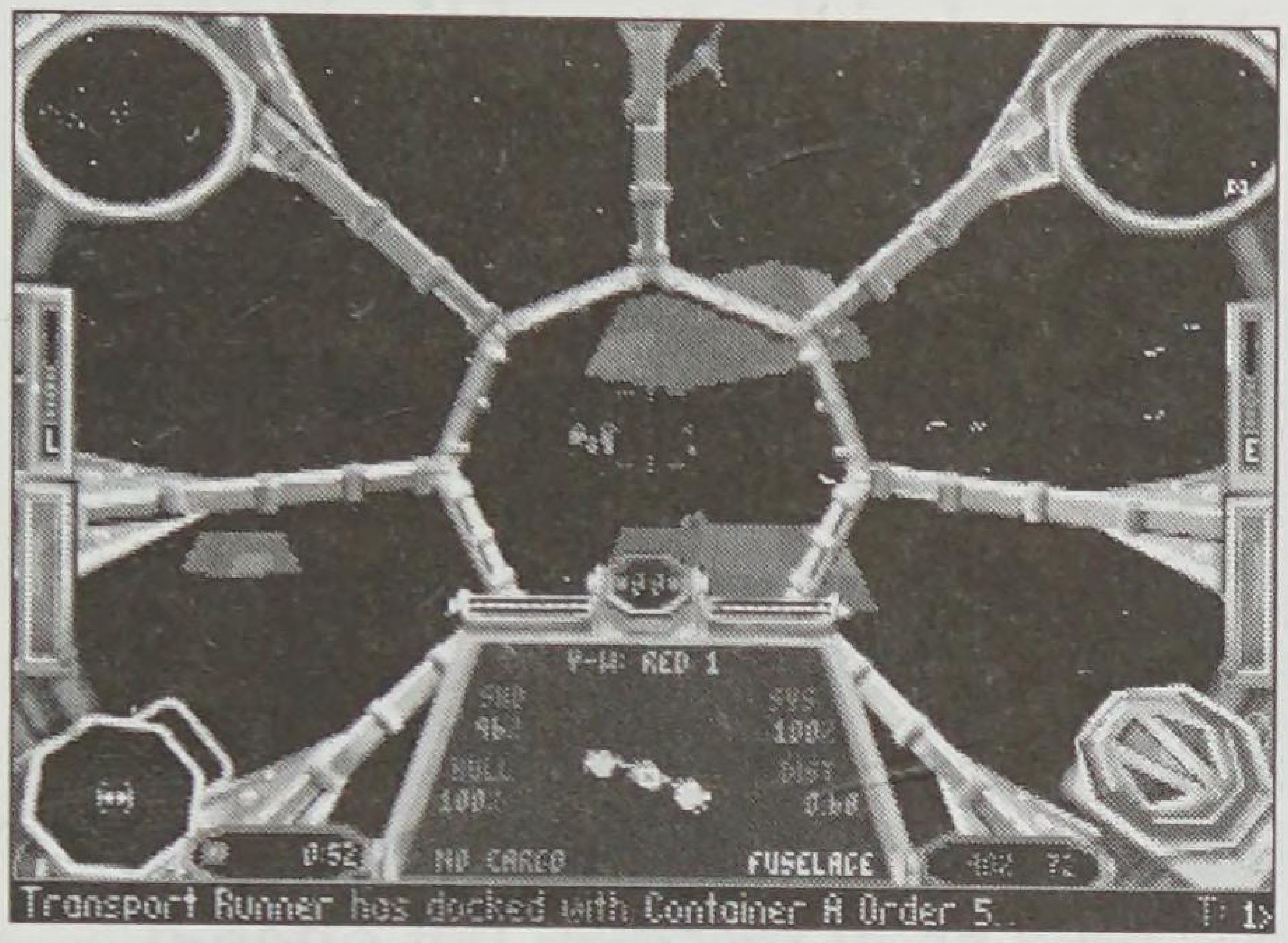
The Nharwaak have become more aggressive in their attempt to stop the Habeen from dealing with the Empire. They have attacked the Habeen's research facility with Y-wing fighters. If we do not intervene, the research facility will be destroyed. You will act as flight leader in a three-ship group of TIE Bombers. You must stop the Y-wings from destroying the research facility.

Stele's After-Action Report

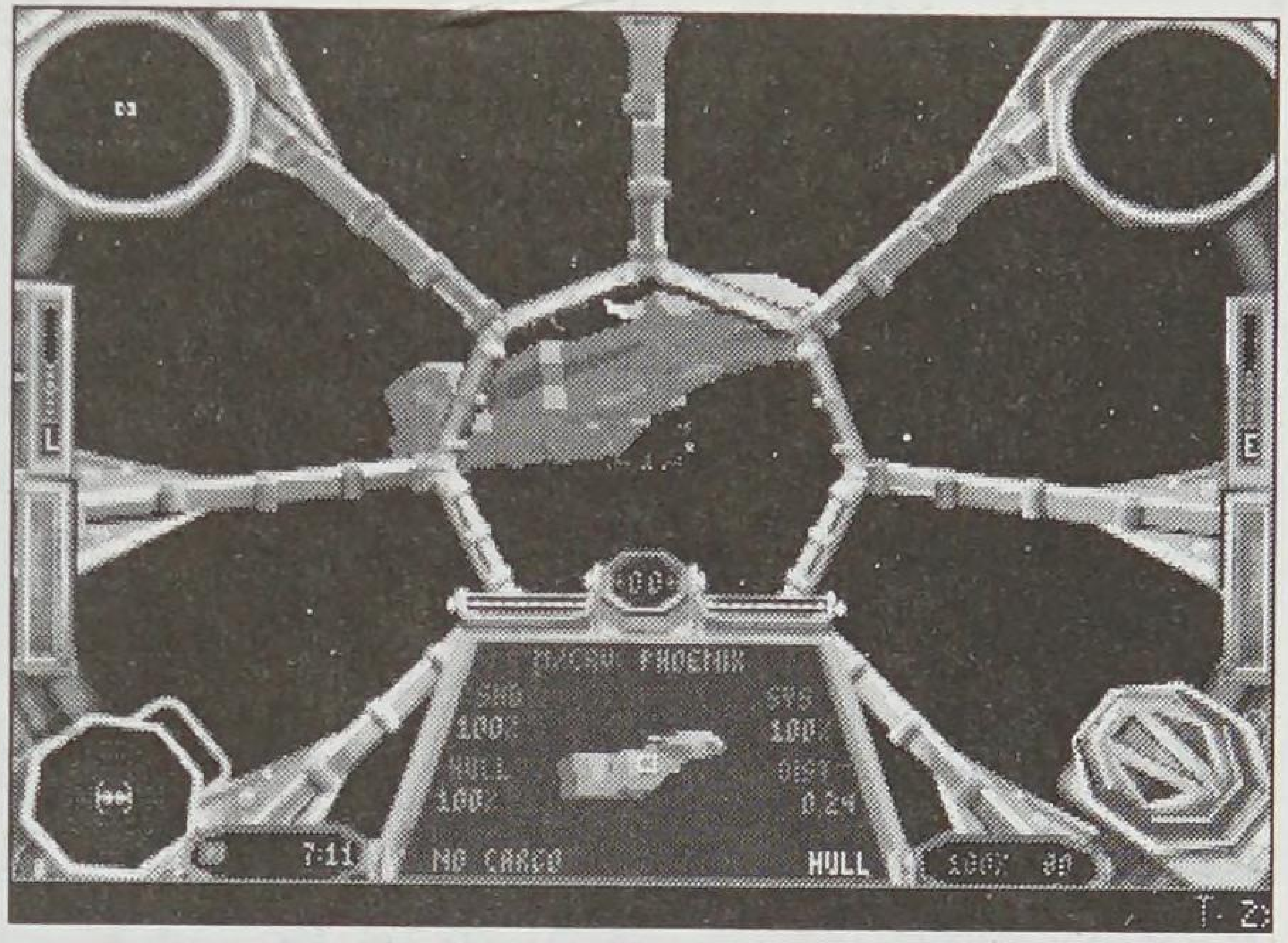

Shuttle Doyle reports docking operation complete.

Attack of the Y-wings.

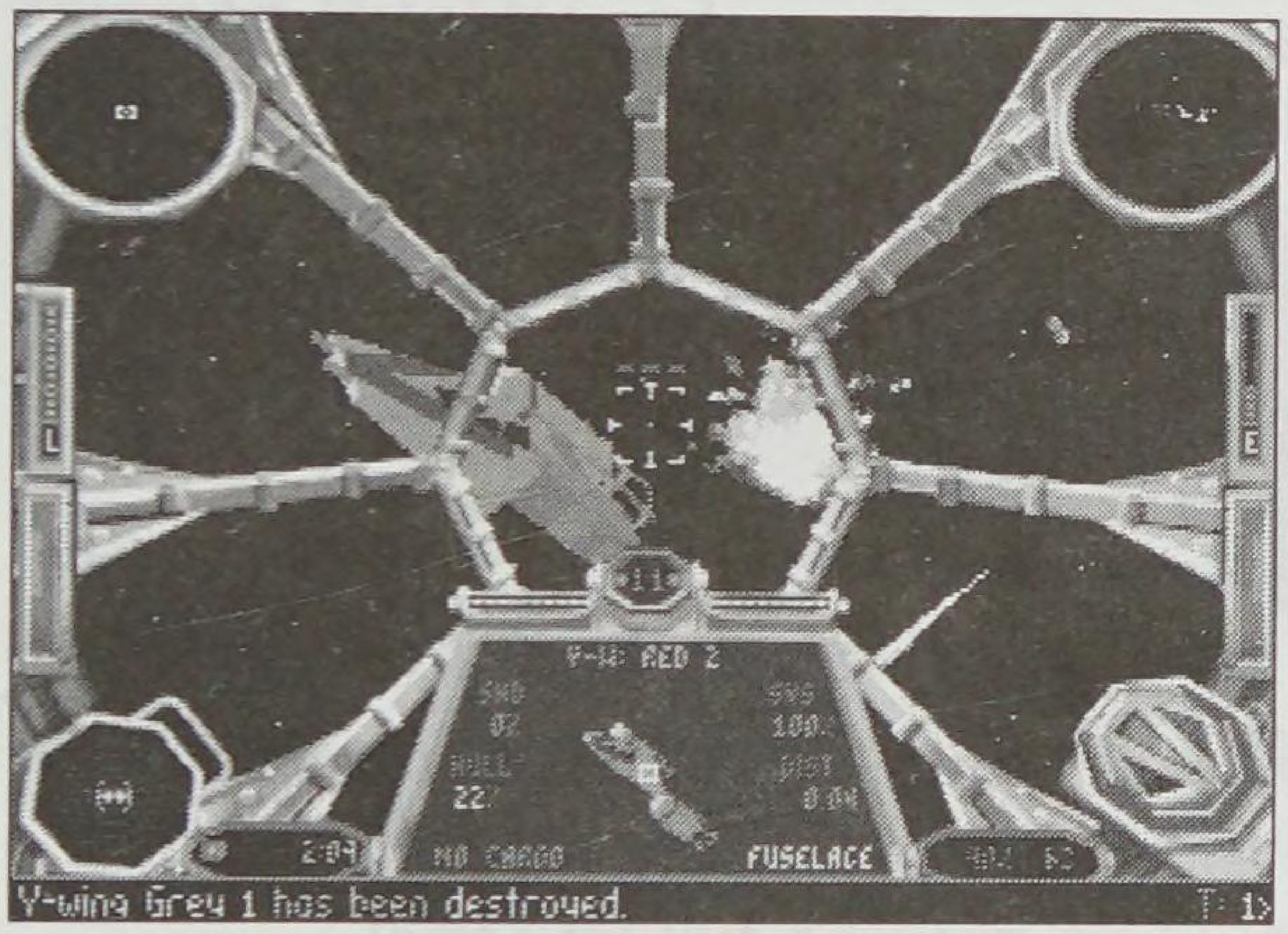
Y-wings were already launching their torpedoes as I entered the battle area. There was no way to stop the first wave of torpedoes. When the second wave of torpedoes were being launched, I pressed F9 once and fired in front of them, destroying two torpedeos, then I picked out a Y-wing and told my wingmen to attack. Next I switched to missiles, and fired two missiles at another. I throttled down to 2/3 and switched to lasers. There were Y-wings everywhere. We were all scrambling to get our kills. I fired four missiles at one Y-wing, switched to lasers again and went after another.


Y-W: RED 1
SHD
HULL
SYS
DIST
NO CARGO
FUSELAGE
Transport Runner has docked with Container A Order 5.

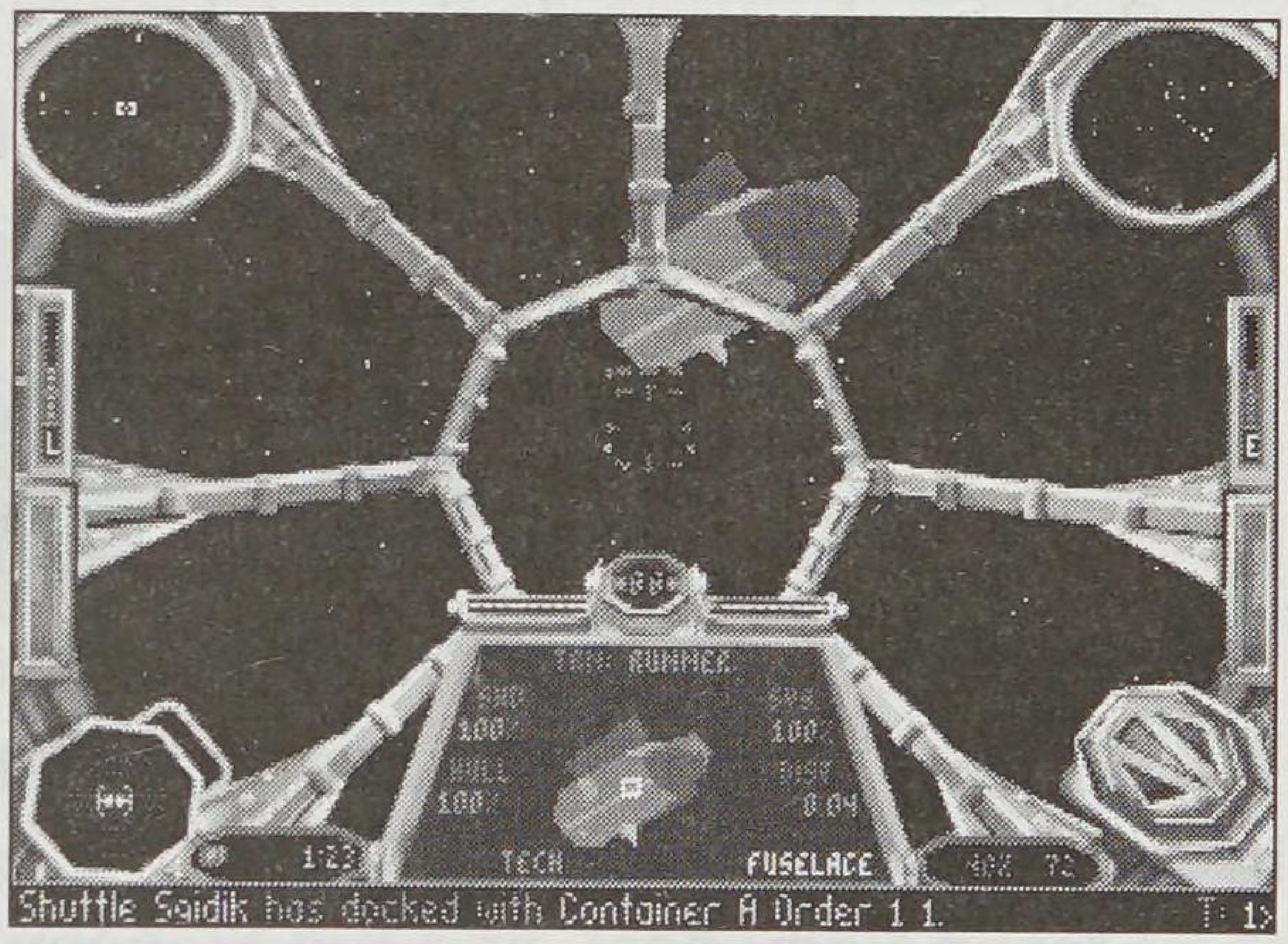
Targeting Y-W *Red 1.*


M/CRV PHOENIX
SHD
HULL
SYS
DIST
NO CARGO
HULL

Guarding the CRV *Phoenix.*


Y-W: RED 2
SHD
HULL
SYS
DIST
NO CARGO
FUSELAGE
Y-wing Grey 1 has been destroyed.

Destroying Y-W *Red 2.*


TRN RUNNER
SHD
HULL
SYS
DIST
TECH
FUSELAGE
Shuttle Saidik has docked with Container A Order 1 1.

Guarding TRN *Runner*

The Y-wings were sticking to their torpedo runs and ignoring us. Targets everywhere. Destroy one, target another, destroy it. My biggest fear was running into somebody.

More Y-wings entered from a distance, and I fired some missiles at them as they approached, completing the destruction with lasers up close. The last craft that needed to finish docking was the transport *Runner* who retrieved the Tech. That's when I received the message "mission objectives accomplished."

NOTE: In this mission, I knew it was important to destroy the Y-wings as soon as possible, and not try to save missiles.

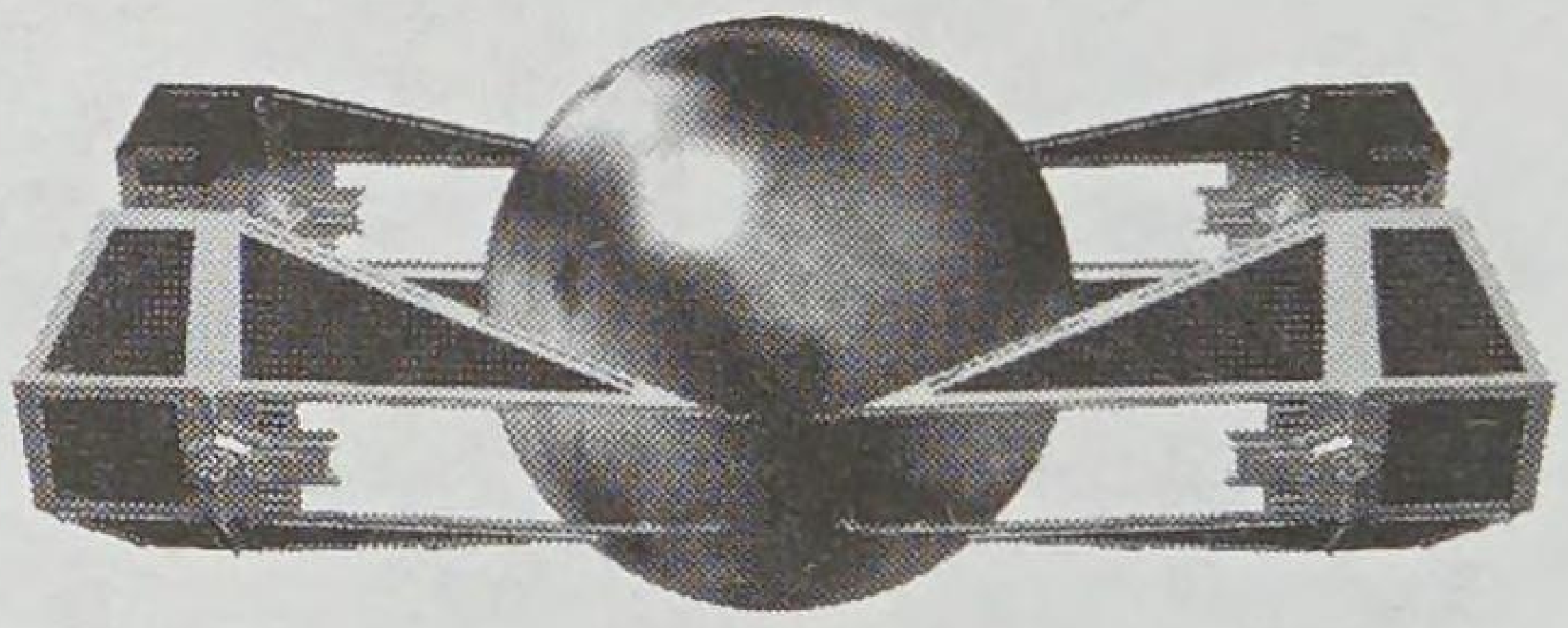
Debriefing

Primary Goals: Destroy 75% of the attacking Y-wings.
CRV *Phoenix* must survive.
TRN *Runner* must complete docking operations.
Shuttles *Doyle* and *Sgidek* must complete docking operations.

It wasn't until after the mission that Maarek learned of the loss of Xeal's ship. Nobody could tell him if Xeal was alive or not. He was told to mind his own business; even when he went to Medical, nobody would tell him anything. Eventually, he checked the casualty list. It was generally posted on the shipboard net, and some pilots checked it after each battle to see who hadn't made it. Maarek had never felt compelled to check the list before. It had been hard enough to see the empty seats in the mess or to realize that the pilots sitting in those seats were different from the ones who had sat there the previous day — new transfers to replace the dead.

But Maarek did check the logs and found no mention of Xeal among the known casualties. That didn't guarantee that he'd been rescued, but offered hope.

Still, he slept poorly that night and was anxious throughout the next few days.



Admiral Zaarin wrote out the orders. There would be a formal rendezvous in the vicinity of Mylok IV. There, he and the Habeen leaders would formalize their technology deal, and the Habeen would be granted full Imperial citizenship.

"Give this to the envoy," Zaarin told Crundha. "We'll meet tomorrow."

"Sir?" asked Major Crundha.

"What? Is there something wrong?"

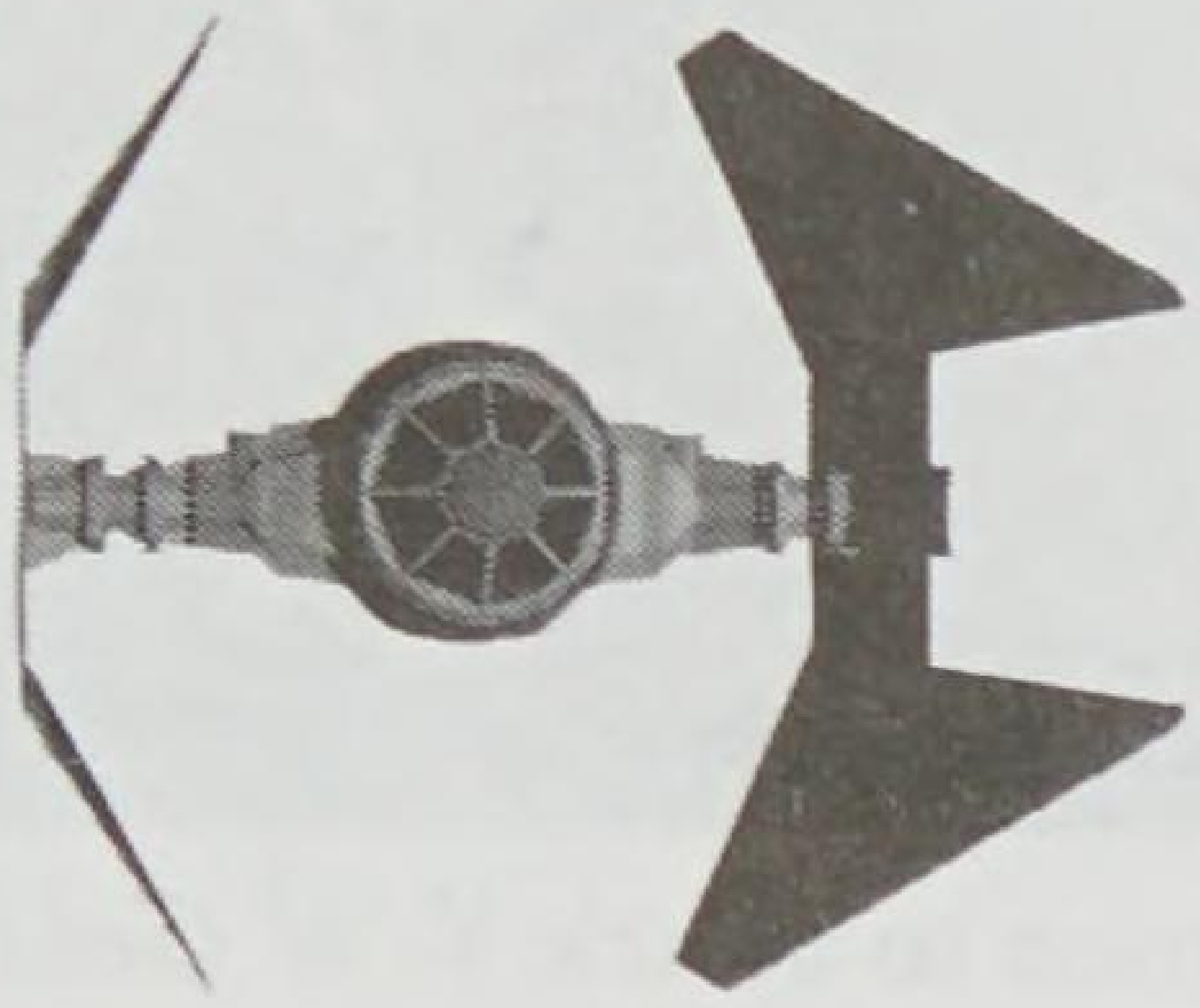
Crundha shrugged. "Is it really necessary to expose yourself that way?"

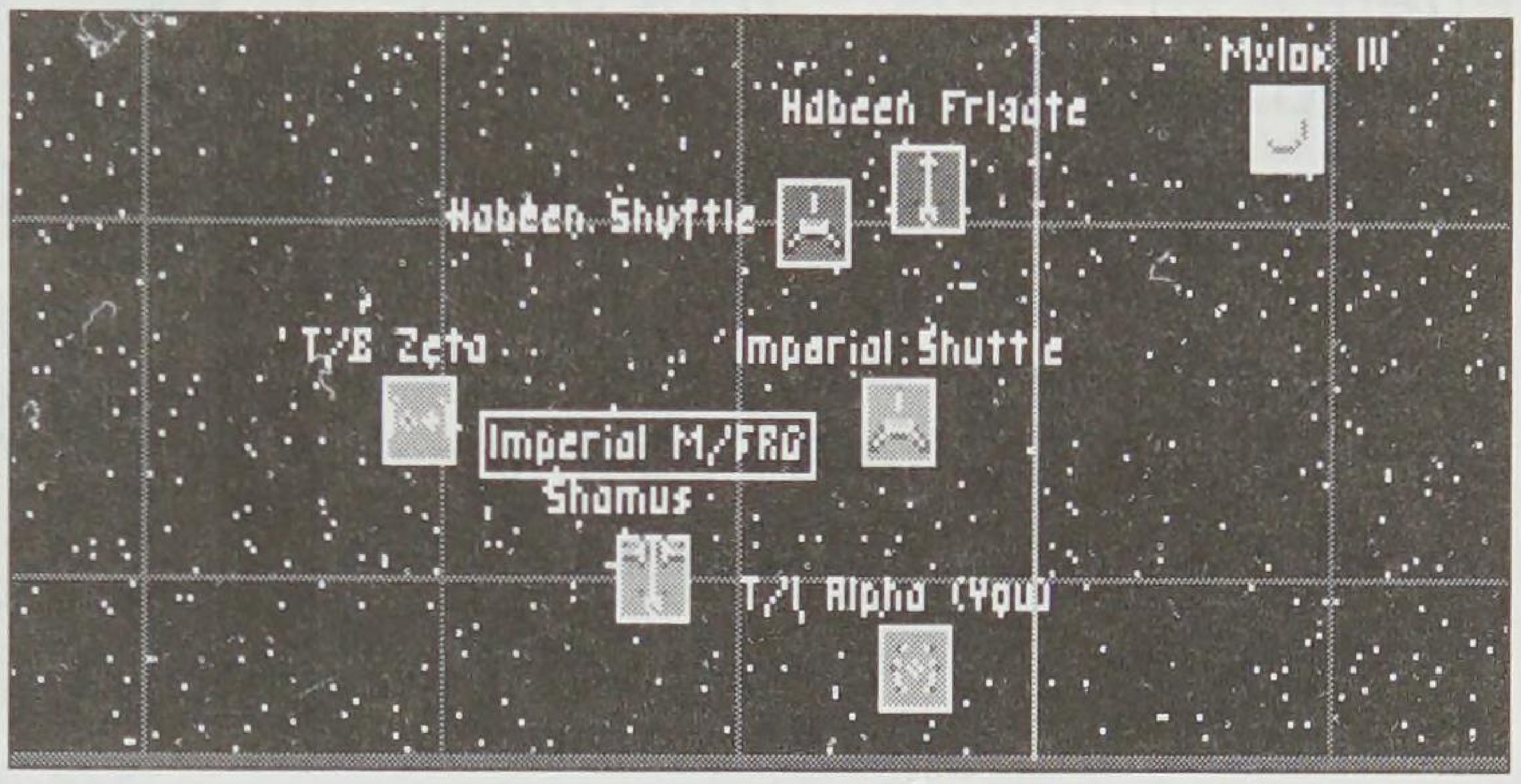
Zaarin laughed. "You are too timid, Crundha. That's why you need me. Without me, you'd never amount to much of anything." The admiral got a far-away look. "You have to take chances, my cautious friend. Besides, gestures are important. One must keep up the appearances. Distract them from our true goals. Eh, Crundha?"

"As you wish, sir," the major answered, taking the orders and leaving the room.

After he had gone, Zaarin closed his eyes and made plans for the new technology that would soon be his.

MISSION FOUR: DIPLOMATIC MEETING




Mylok IV
Habeen Frigate
Habeen Shuttle
T/B Zeta
Imperial Shuttle
Imperial M/FRG
Shamus
T/I Alpha (You)

Mission Briefing

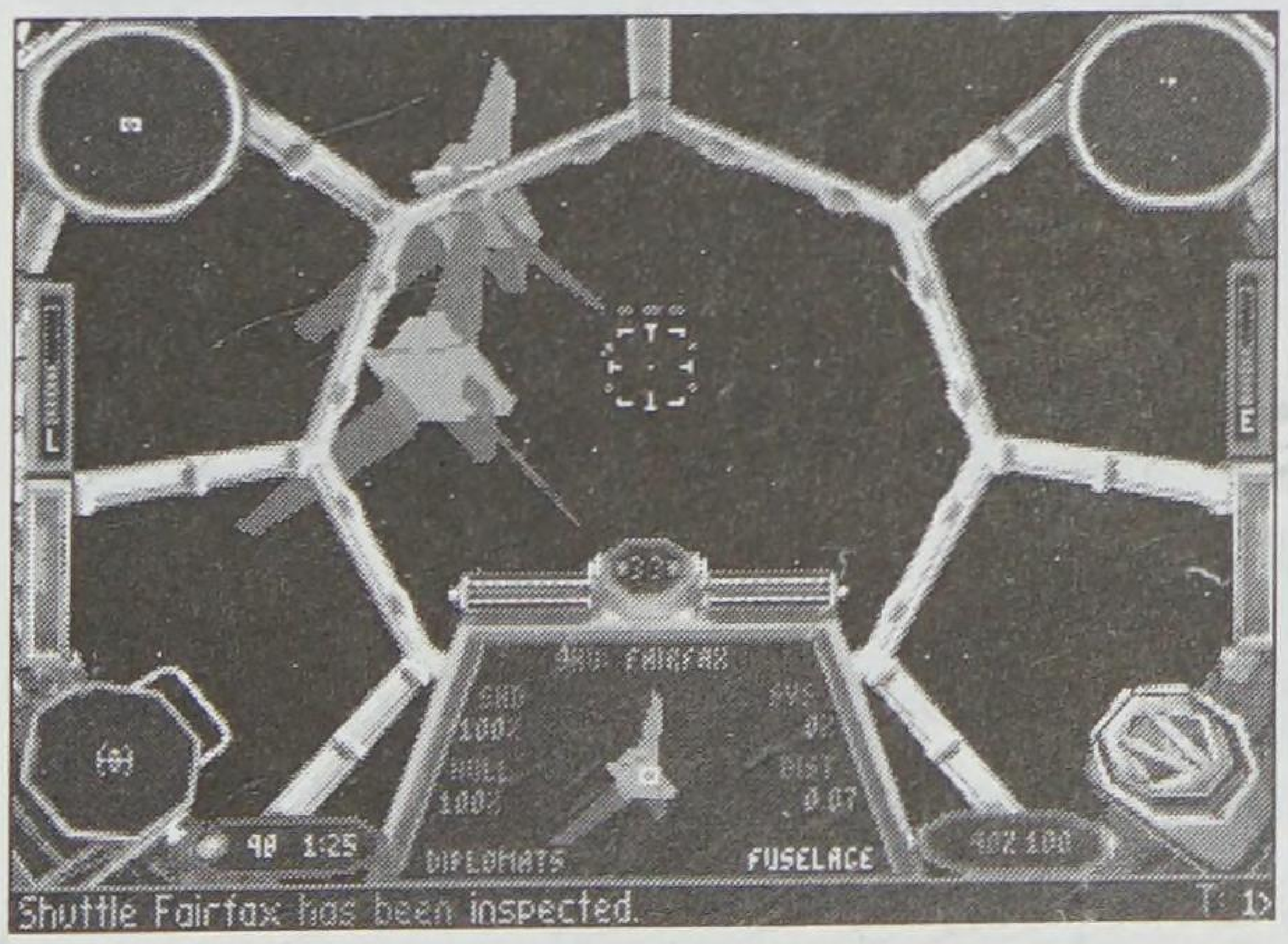
Admiral Zaarin has arranged a meeting with the Habeen leaders to finalize negotiations for delivery of the completed hyperdrive engines. You will act as flight leader in a three-ship group of TIE Interceptors. Provide protection for the shuttles carrying the leaders to the rendezvous.

Secret Order

The Emperor wishes you to inspect each of the Habeen transports to be sure their contents match our expectations.

Stele's After-Action Report

This was another escort defense mission. All was quiet at the start. I went out at full throttle and kept my speed up. When the SHU *Fairfax* entered the area, I placed it in memory location F5. The SHU *Nexus* followed almost immediately and I saved it in F6. I also saved the *Shamus* in memory, and hoped to keep tabs on the *Lendova* since I had no more memory slots to save it into. Somehow, I had to be sure the shuttles could complete their missions.


L
E
SHU FAIRFAX
DIST
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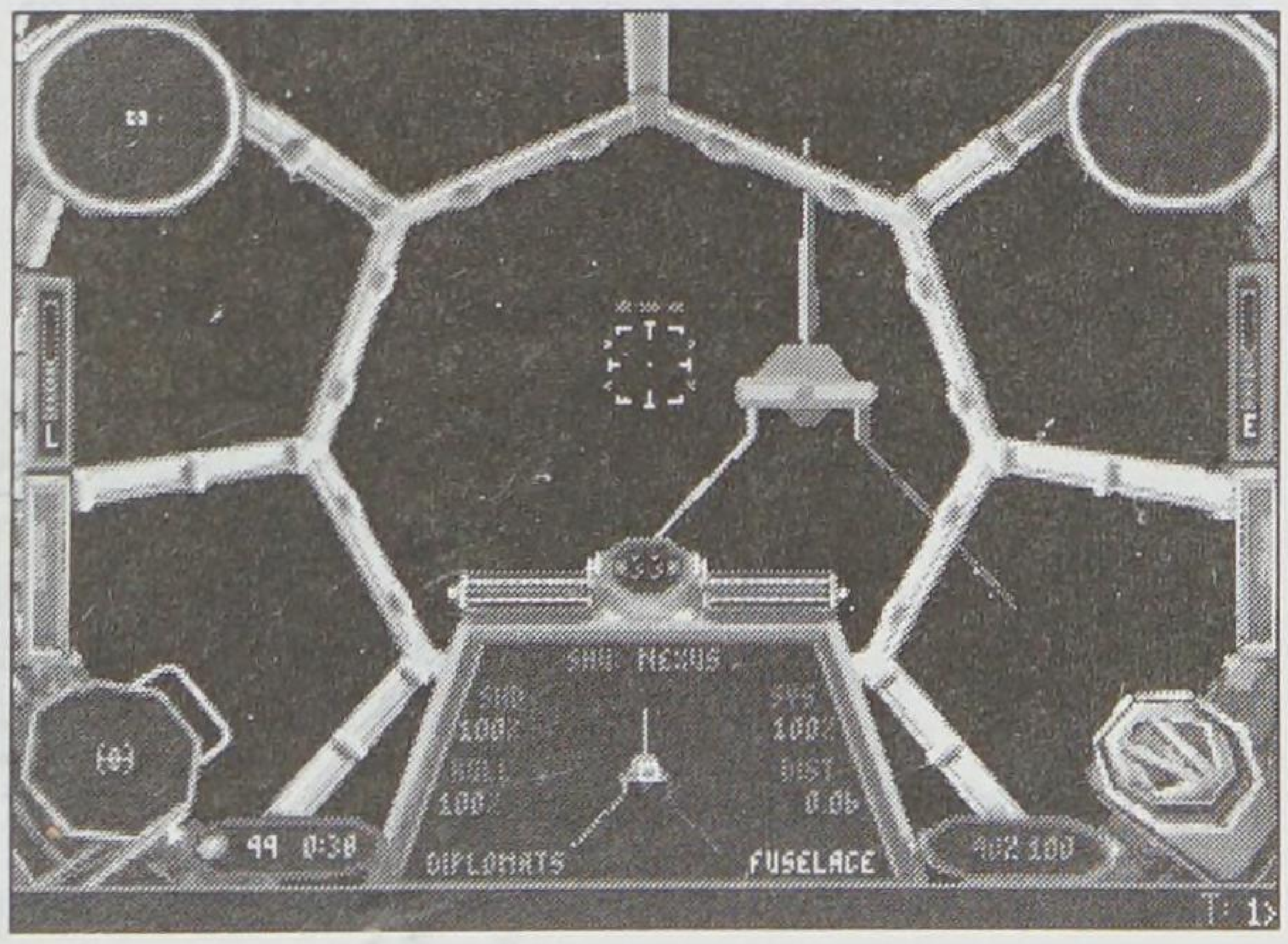
98 1:25
DIPLOMATS
FUSELAGE

Shuttle Fairfax has been inspected.

SHU *Fairfax*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E
SHU NEXUS
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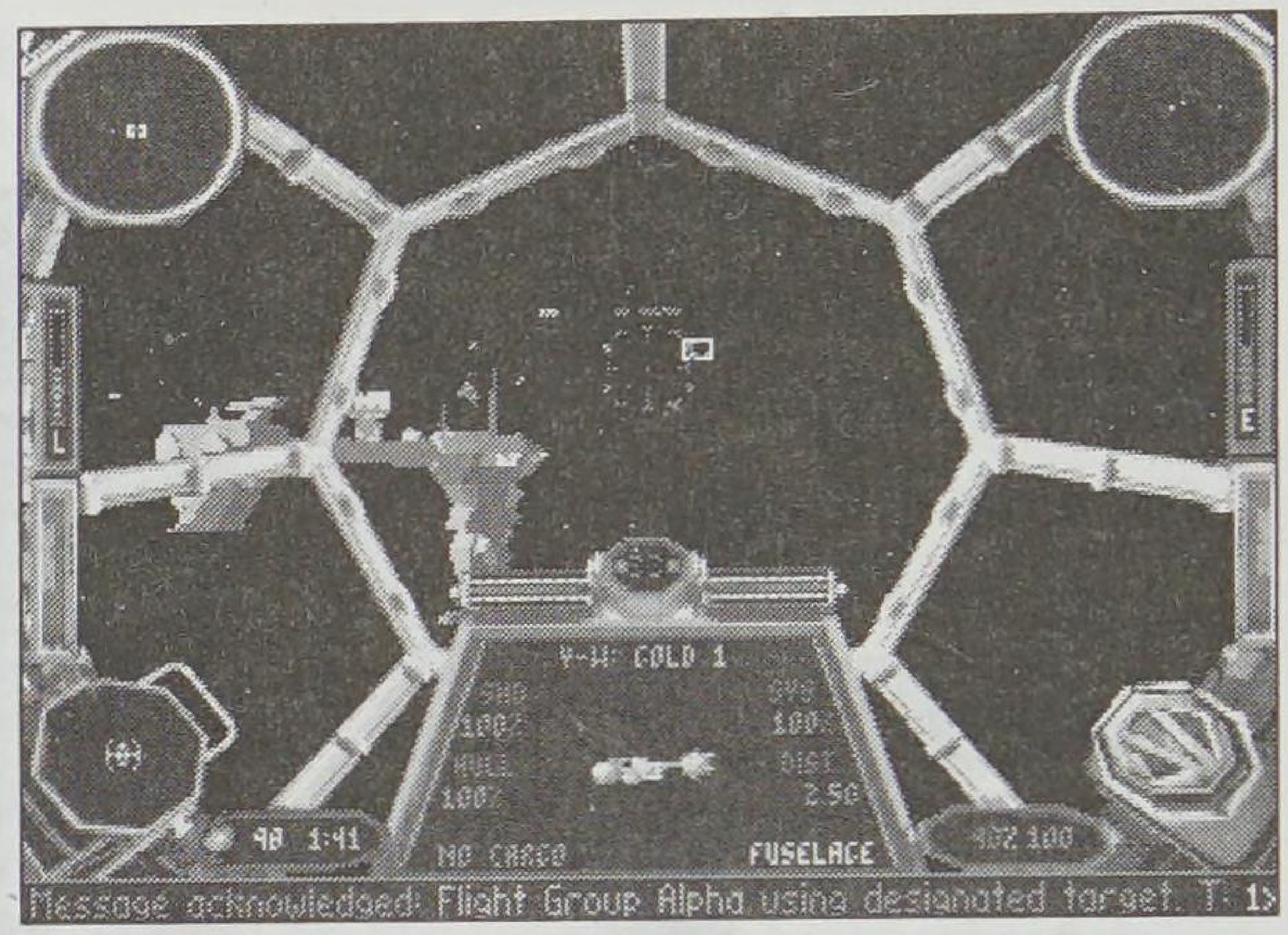
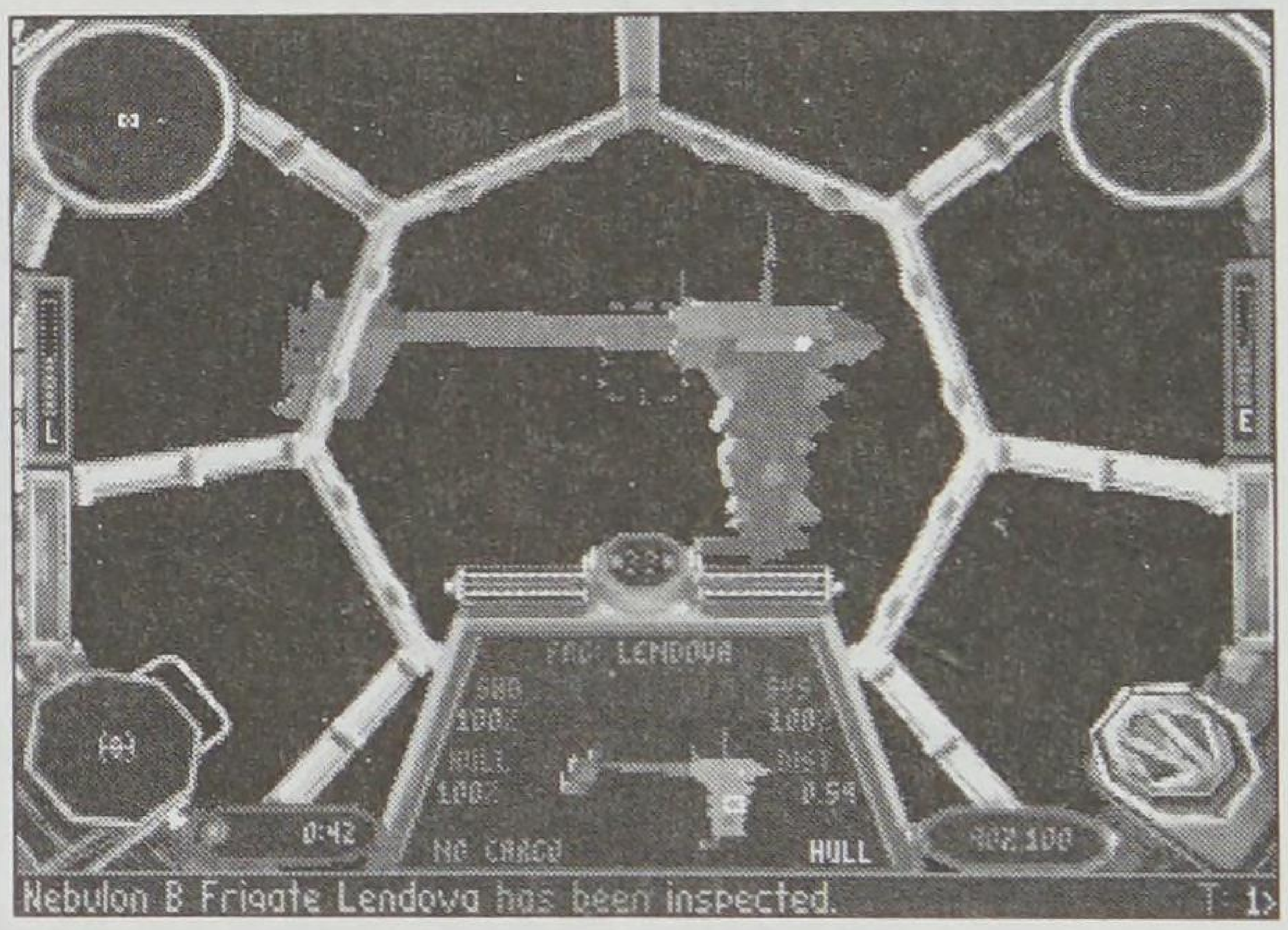
DIPLOMATS
FUSELAGE

SHU *Nexus*



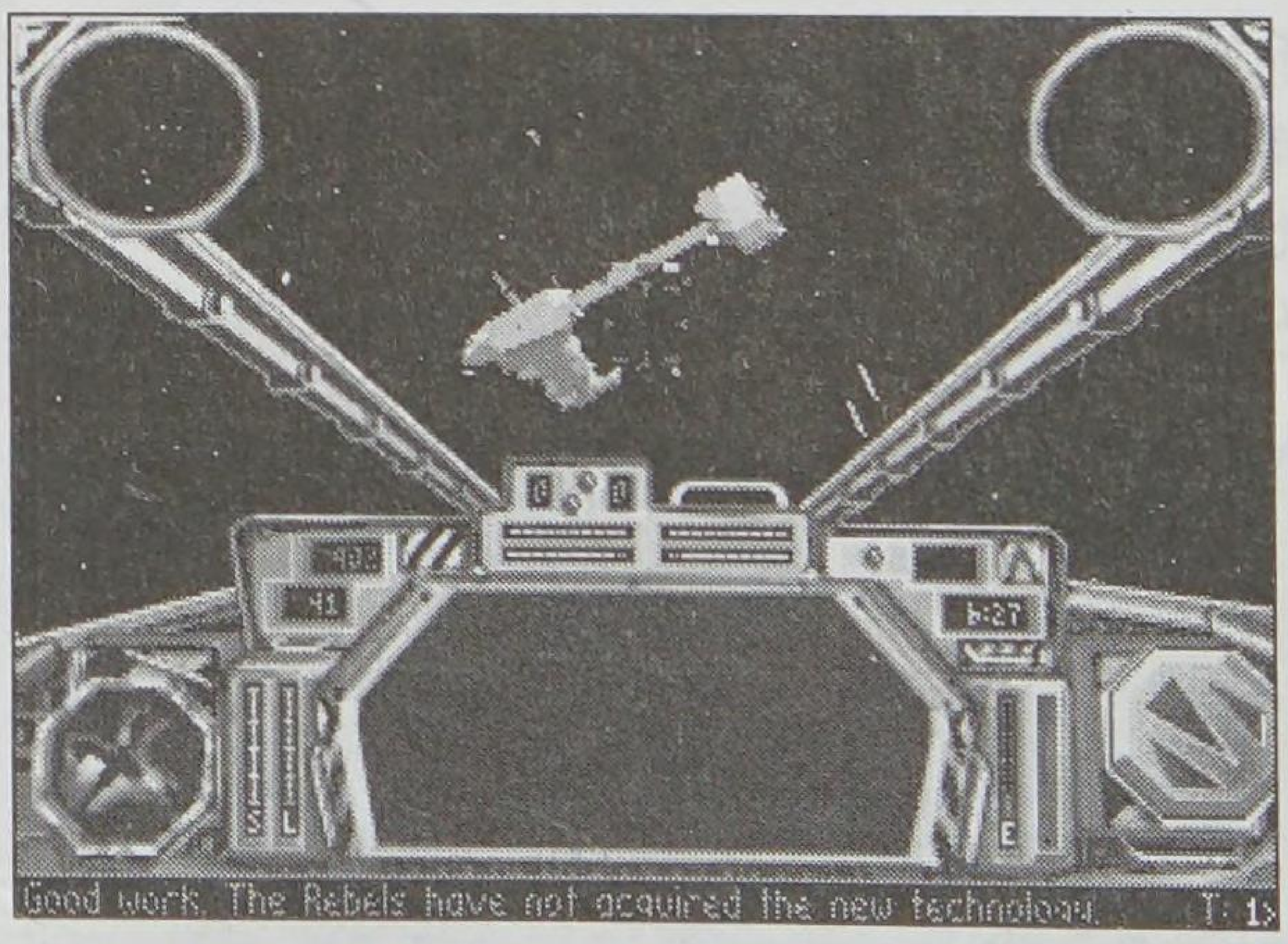
Message acknowledged: Flight Group Alpha using designated target. T: 1>

Sending wingmen to attack Y-W *Gold 1.*



Nebulon B Frigate Lendova has been inspected. T: 1>

Inspecting the *Lendova.*



Good work. The Rebels have not acquired the new technology. T: 1>

Mission complete.

At 1:15 of the mission, some enemy Y-wings appeared. I immediately pressed the "R" key and assigned my wingmen to attack *Gold 1.* Then I pressed the "T" key and went after *Gold 2* myself, switching to dual missiles. I knew it would takes four missiles to destroy a Y-wing. As soon as I got a red lock, I launched two, then two more. Then I went after *Gold 3* with my lasers. I increased my laser recharge rate, took on *Gold 3*, then went after more arrivals — Y-wing groups Yellow and Red.

I told my wingmen to attack the corvette *Phazer 1.* I got close to the top side of corvette *Phazer 1* and blew his top gun turret off. Then I did the same to *Phazer 2.* I followed that with a pass on the bottom gun turrets, using missiles from far below. Then as the CRVs passed by the FRG *Lendova,* the *Lendova* opened up on them, wasting *Panzer 1.*

I went back after Y-wings. Then I noticed transports named *Ferry 1, 2, 3,* and *4* going from the *Lendova* to the *Shamus.* I inspected them to find hyper-technology and expert technicians. There were a couple of Z-95s in the distance. I fired a missile at each. That's all it took. Mission complete.

NOTE: If a corvette is not targeting you and your warning indicator light is not on, then move in very close before starting to fire at the gun turrents. When launching missiles at their turrets, make sure part of their hull does not obstruct the path of travel of the missile. (Example: Firing at the top turret from the bottom side.) It is best to fire from above or from a side view. Destroying the corvettes' laser turrets renders the craft harmless. It works great if you can do it safely.

Debriefing

Primary Goals: FRGs *Shamus* and *Lendova* must survive.
SHU *Fairfax* must be boarded.
SHU *Nexus* must complete mission.
Transports *Ferry 1* through *Ferry 4* must complete missions.
Secondary Goals: Inspect Transports *Ferry 1* through *Ferry 4.*

"You have discovered something of possible significance," the robed man was saying. "Some of the technology the Habeen had was of a new type. We will investigate further. Good work, Stele."

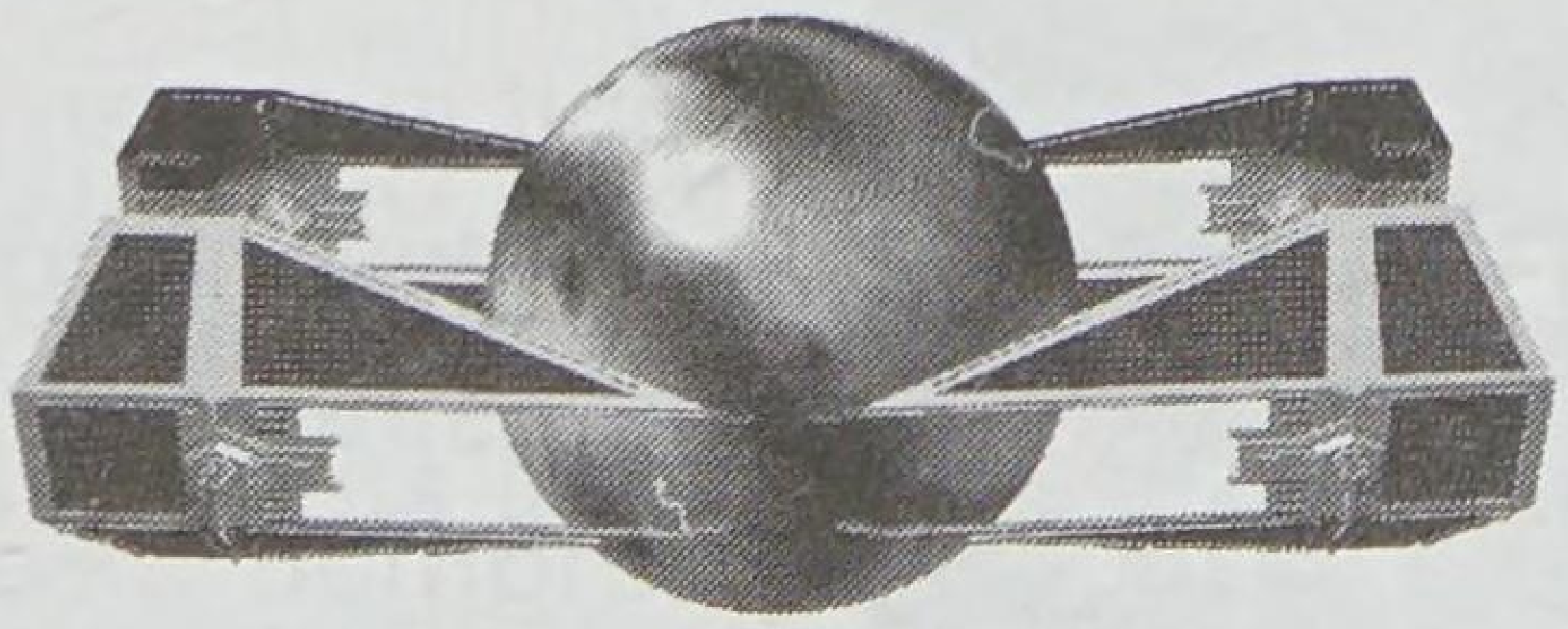
"There's something I don't understand," said Maarek.

"And what is that?" came the response, emanating from the darkness within the robe.

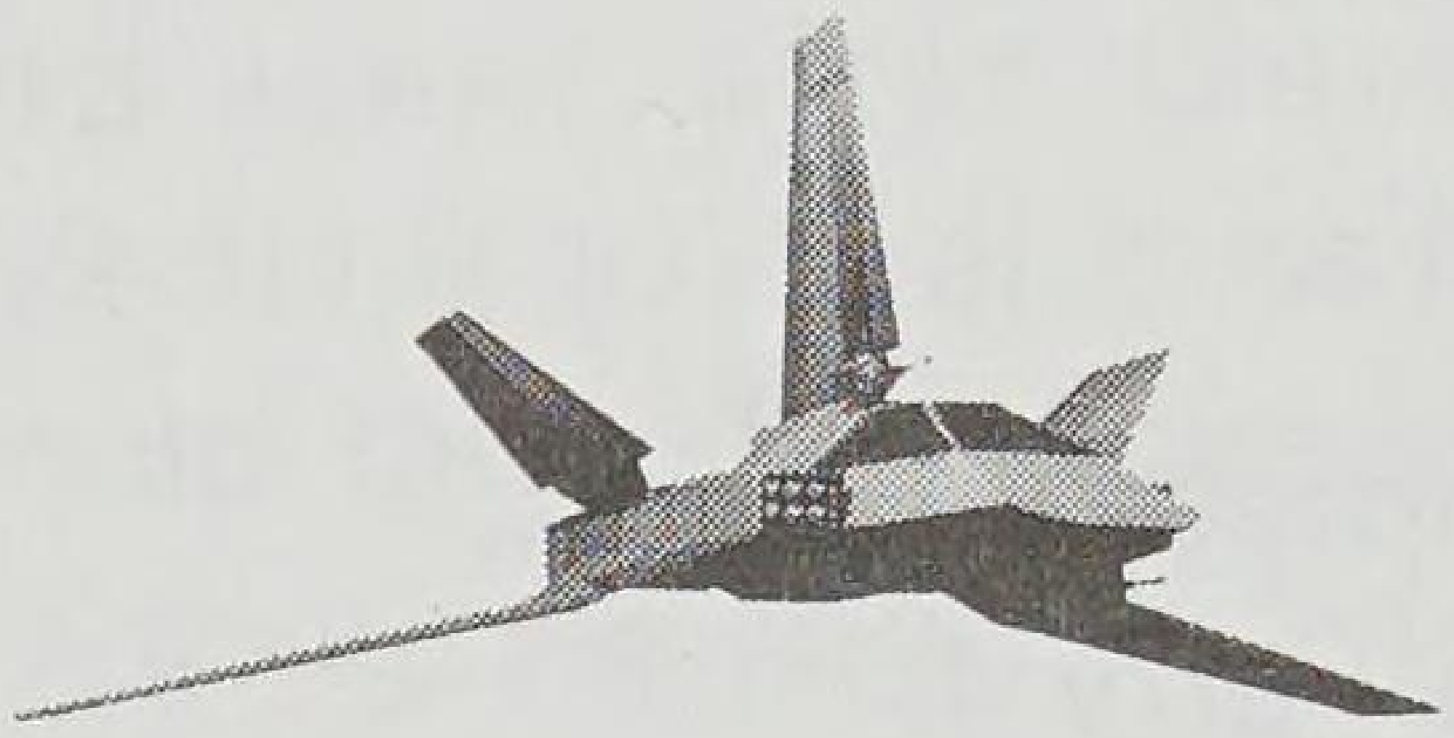
"If the Habeen are making a deal with the Empire for new hyperdrive engines, why didn't they make a deal for this new technology as well?"

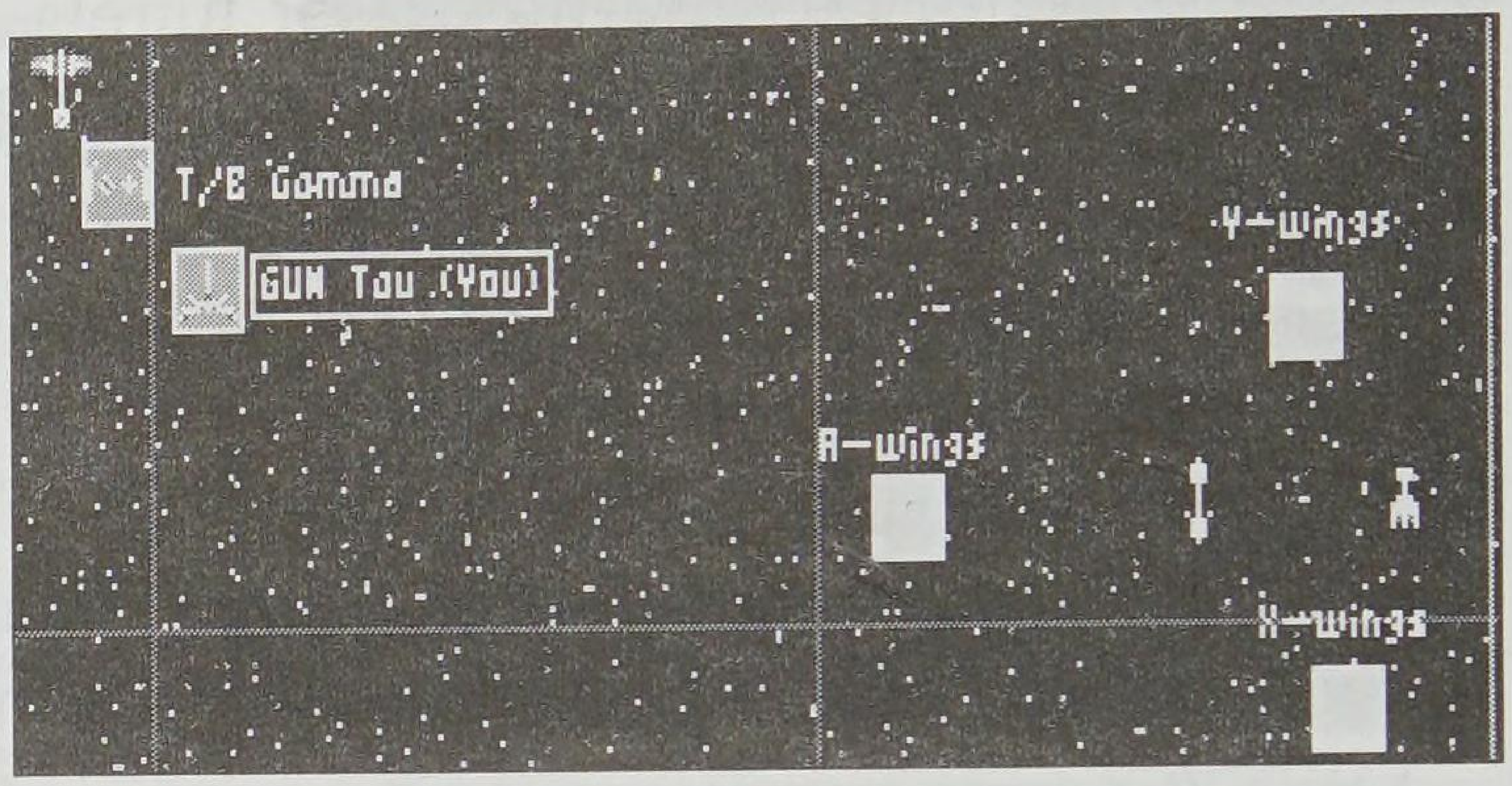
"That is a good question. Perhaps they did. Perhaps there's something we should know. There is one thing you might want to be aware of," the man continued. "We have learned that the Nharwaak are still dealing with the Rebels. Be prepared. You will be going into battle again."

Later, as he suited up for his next mission, he thought again of Xeal. He had heard nothing. The thought haunted him that he had somehow been responsible for getting Xeal killed. Oh, he had lost wingmen before, but none of them had asked for his advice, and he had offered none. It was the fortune of each pilot to live or die according to his skill and luck. But in Xeal's case, Maarek had taken an uncharacteristic responsibility, and now he regretted it. He was coming to regret everything. He didn't even feel any excitement as he anticipated going up against more Rebel starfighters. There was no longer any joy in killing them. Now it was duty, and duty only.



MISSION FIVE: REBEL ARMS DEAL





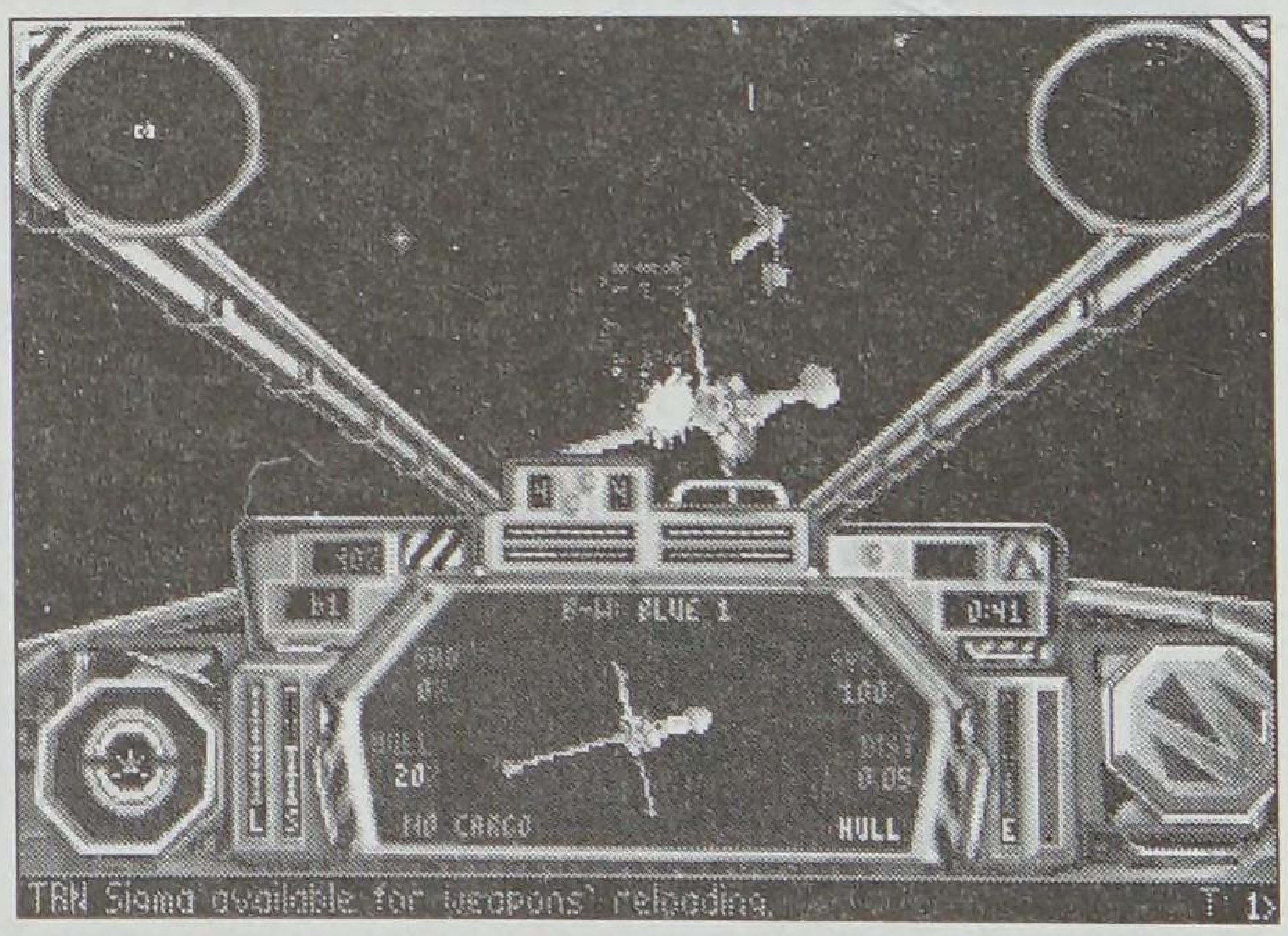
Mission Briefing

The Nharwaak continue to deal with the Rebels. Imperial intelligence has learned of a planned technology transfer. You will lead a three-ship group of Assault Gunboats armed with concussion missiles in an attempt to prevent that transfer. You must destroy the Rebel FRG *Xerxes* and prevent the hyperdrive technology from falling into the Rebels' hands.

Stele's After-Action Report

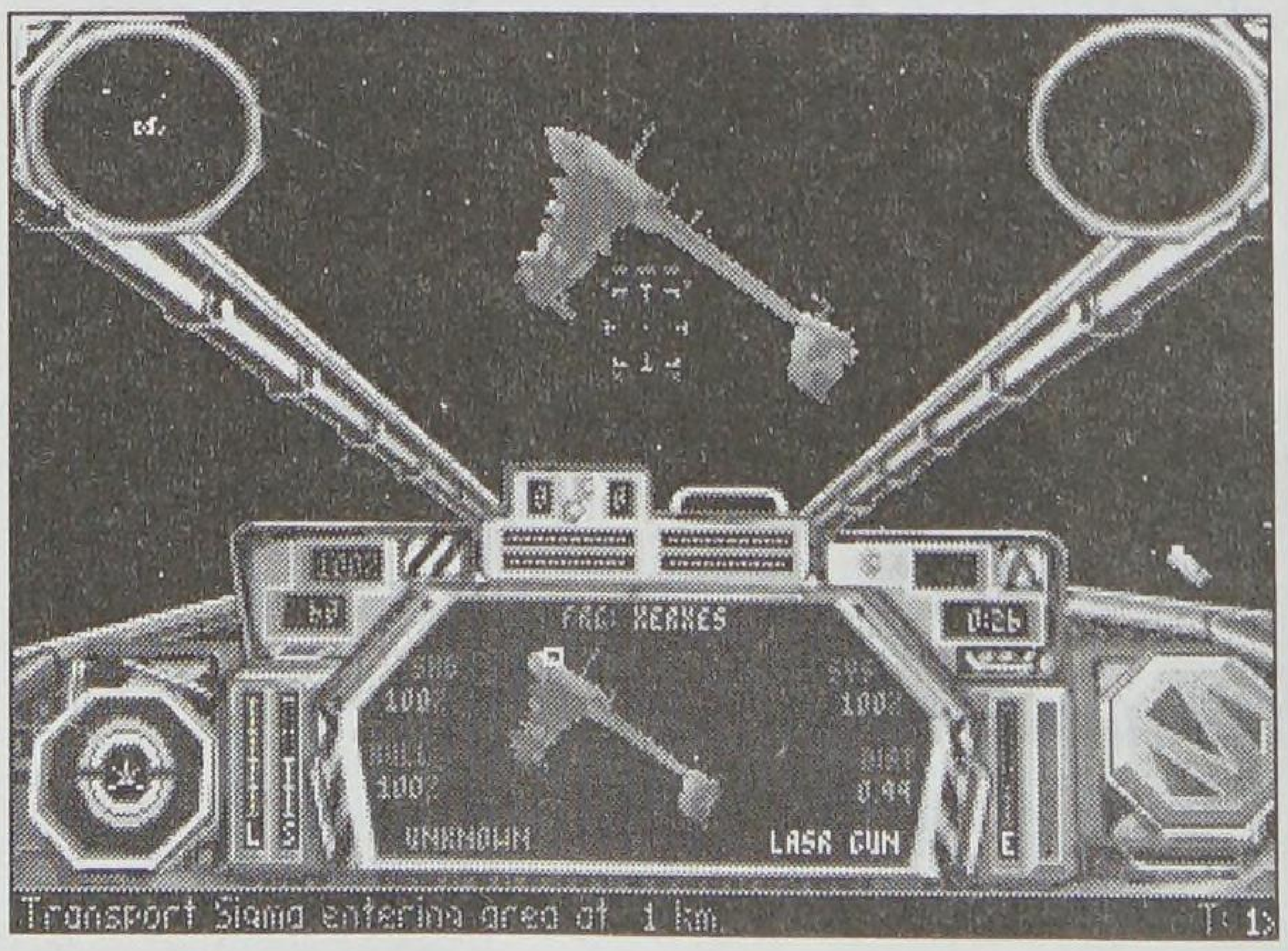
My first task was to transfer energy from lasers to shields to charge them up and to set laser and shield recharge rates to maximum. I throttled up to 100% and set my weapons the way I wanted them.

The Rebel frigate *Xerxes* entered in front of me about 20 seconds after the start of the mission. I remembered my primary goal was to destroy it, so I set it in a memory location.



TRN Sigma available for weapons' reloading.

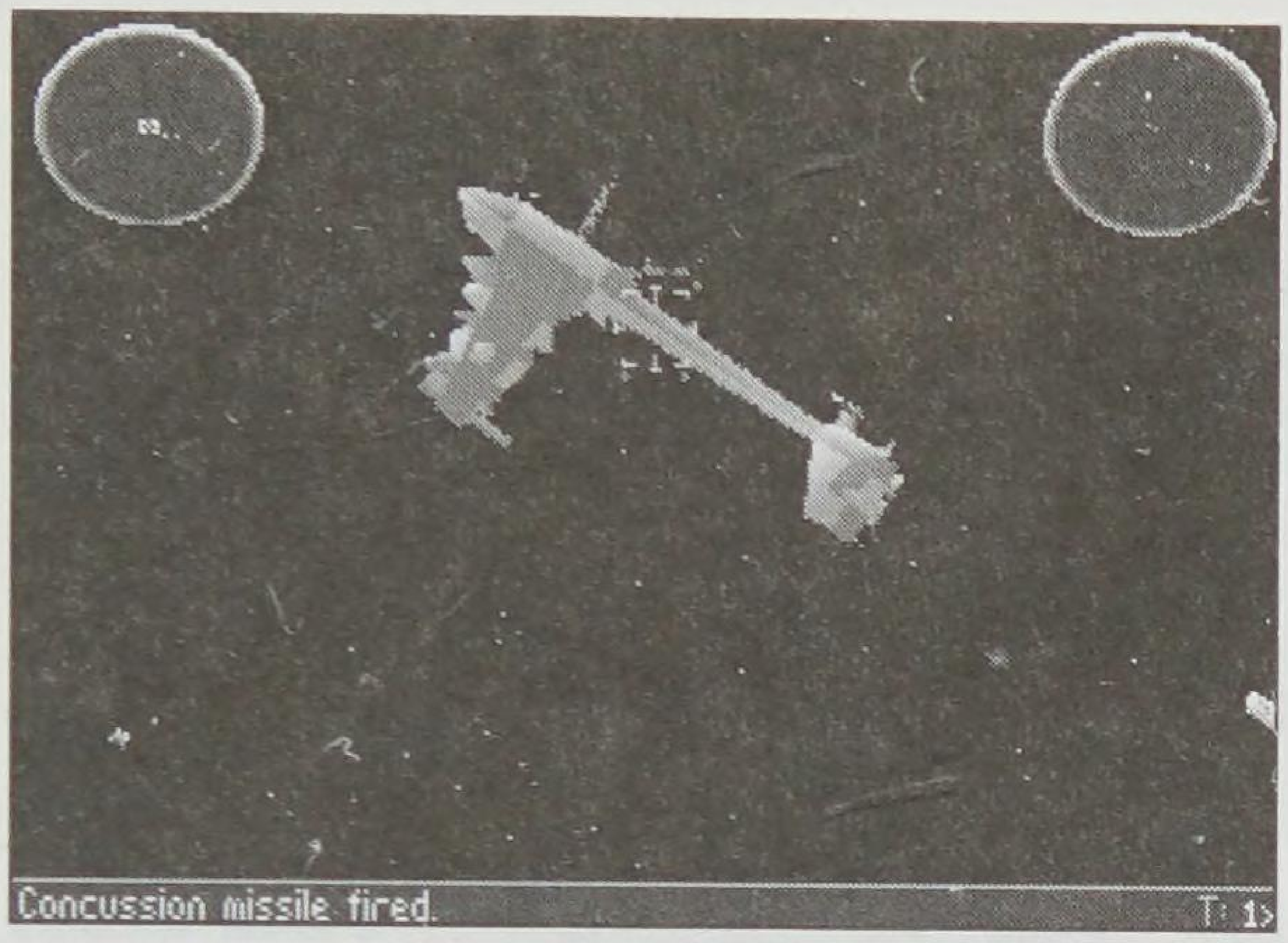
Blasting B-W *Blue 1*.



Transport Sigma entering area of 1 km.

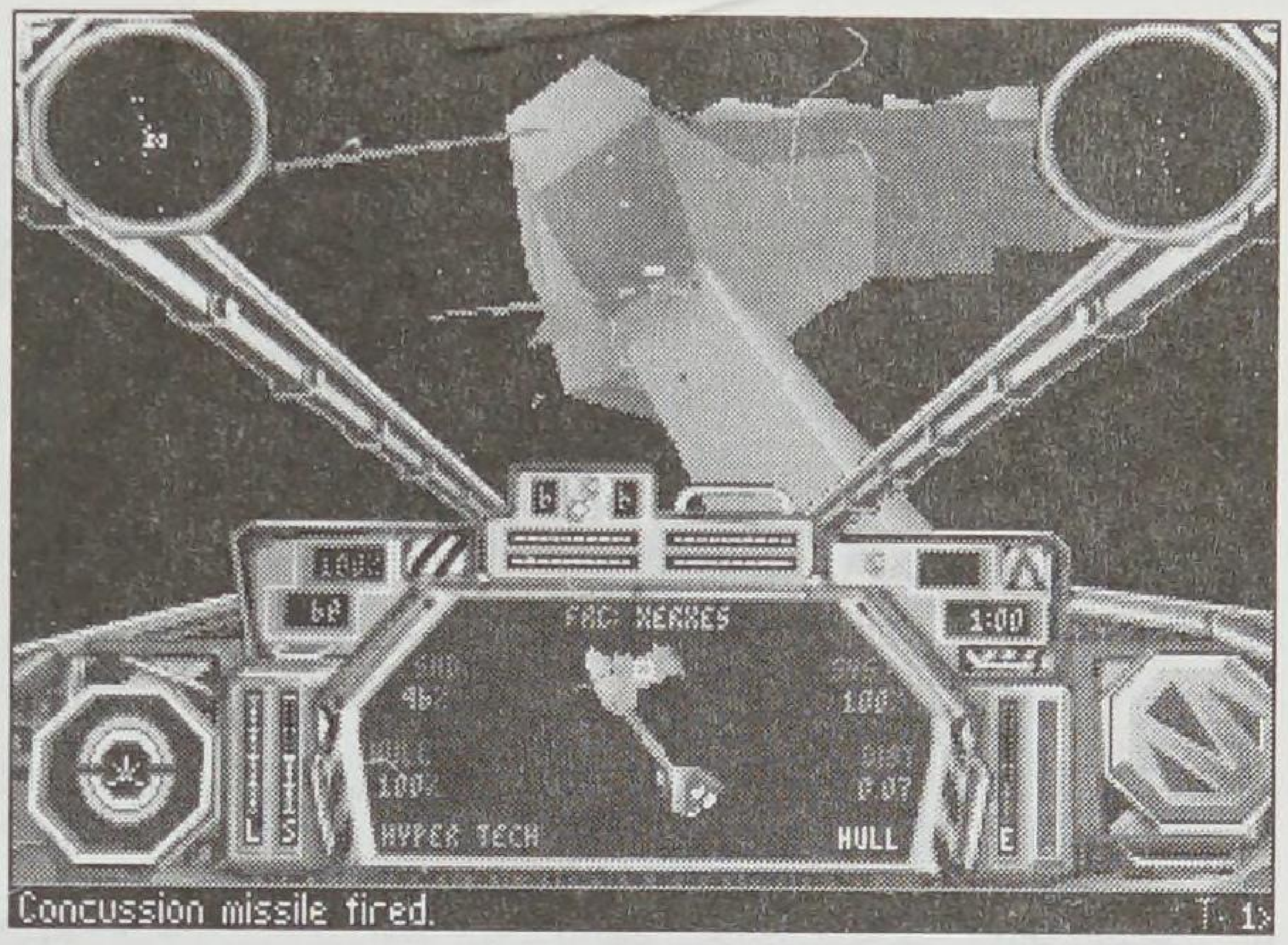
Targeting laser guns on the *Xerxes*.

Next I targeted nearby B-wings by pressing the "R" key and sent my wingmen after one of them. Then I targeted the FRG *Xerxes* and then selected one of its gun turrets. For the small triangular laser turrets, I found



Concussion missile fired.

Firing on the Frigate.



Concussion missile fired.

Coming in close.

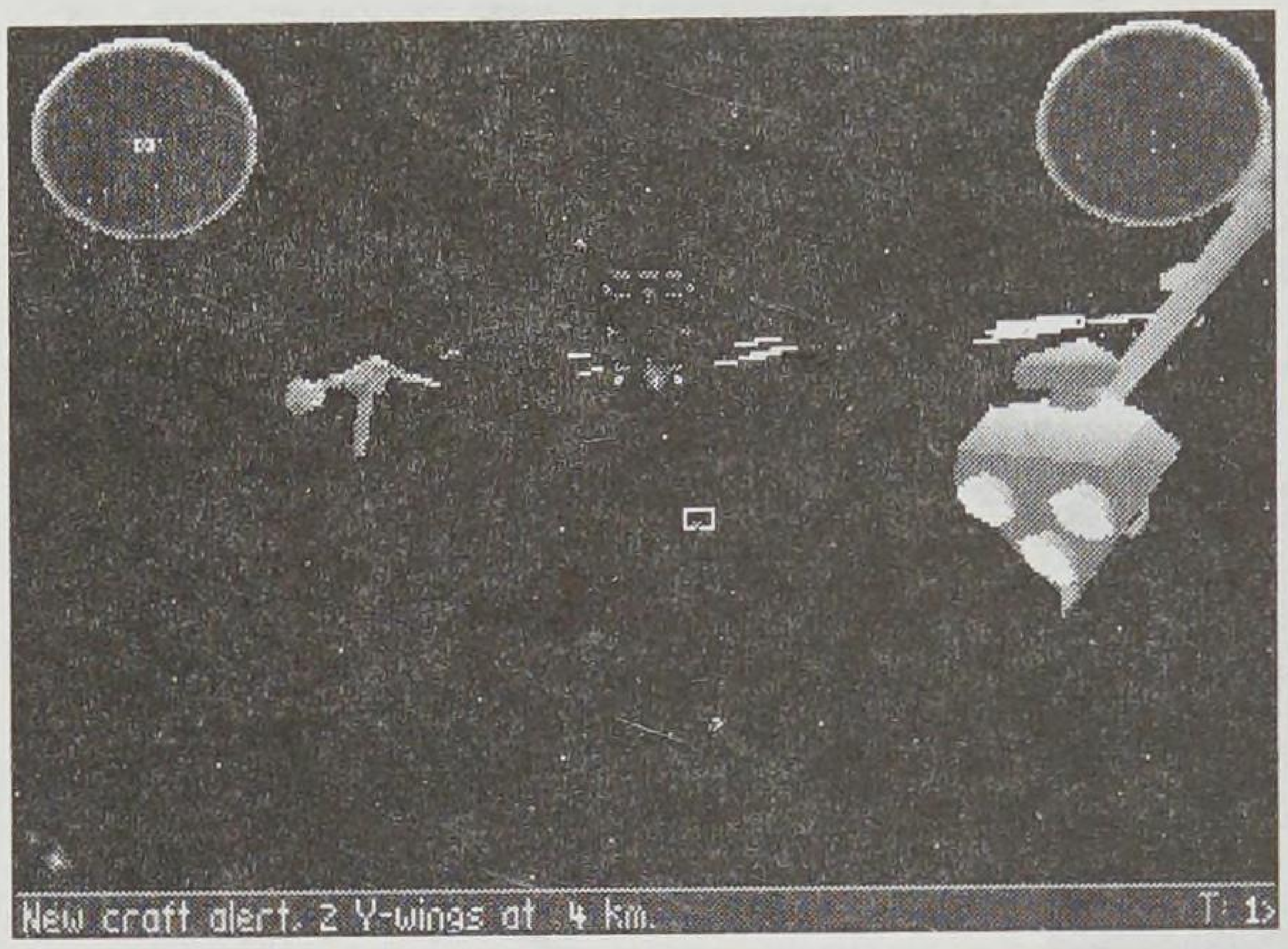
that one missile or just a few laser rounds would destroy it. But the larger rotating turrets with dual guns take up to three missiles or quite a few laser shots. I tried to concentrate on all the guns on the side facing me to start with.

NOTE: I found that I could use missiles, but as soon as one or two of them hit, the Frigate targeted me and was able to intercept the rest of the missiles with its anti-missile defenses. I was able to fire the first two rounds of missiles, then switch to lasers and go after the gun turrets until they were destroyed. A point-blank missile shot still had a chance, if I got close enough, but I had to watch my shields carefully. That close in, even Rebel gunners could hit me!

As I passed the Frigate, I kept my shield coverage even and transferred energy from lasers to shields as needed. After I made my first pass, I flew completely away from the frigate, using the Corkscrew Avoid maneuver, until I was safely out of its laser range. I recharged my shields and my lasers before making another pass.

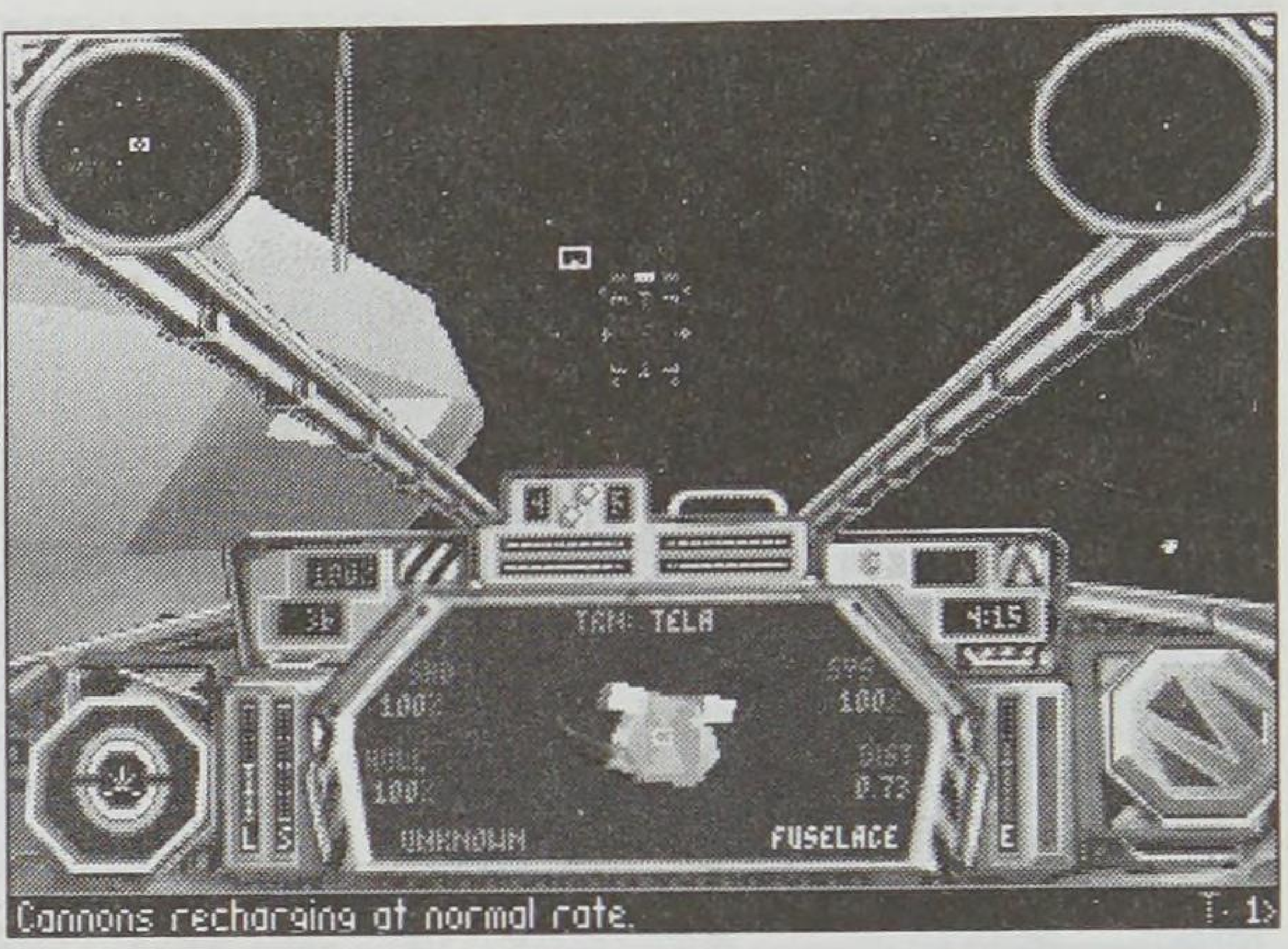
NOTE: Frigates, as well as corvettes, can easily be decommissioned by taking out the upper and lower turrets. Even just taking out one side cripples it immensely. It only takes one missile or a few laser blasts on the corvette's turrets to maim it, so two missiles can completely destroy its offensive capacity. It will then be a sitting duck to pick off as time allows. This is not a real big worry. It will be destroyed by your wingmen eventually. Take out all of *Xerxes*' guns and it can do your frigate *Shamus* no harm.

Our command ship, the *Shamus*, had just pulled up beside the *Xerxes* and had opened up with all its laser turrets. The *Xerxes* completely forgot about me. I saw an opportunity to get in there and finish it off. Or I could just let my command ship finish it off and go destroy some Y-wings. In any case, the *Shamus* needed only a minute or so to finish off the *Xerxes*.



New craft alert. 2 Y-wings at .4 km.

The frigates are firing.



Cannons recharging at normal rate.

The Tela is trying to escape.

NOTE: After you've made your pass on the *Xerxes*, channel all your laser and ion energy that you have remaining into the shields as you're flying away, weaving.

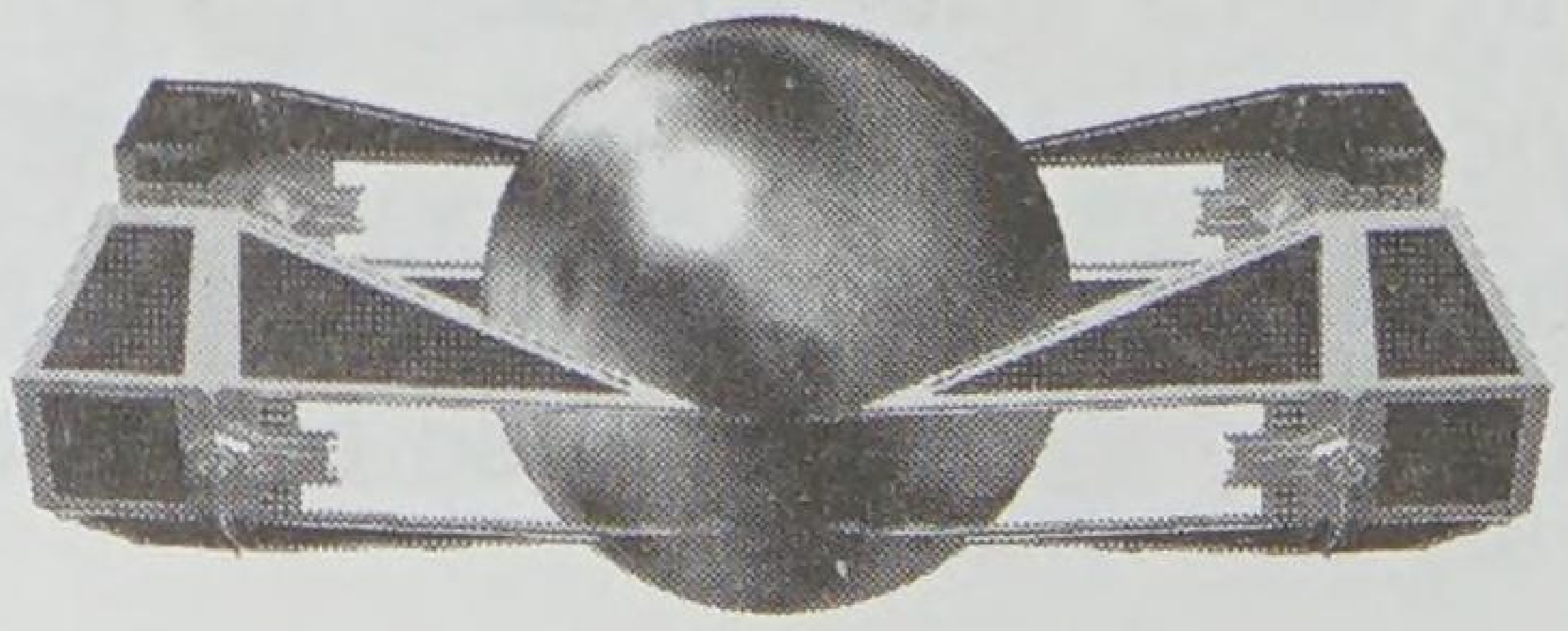
It was time for me to pick out a few starfighters. I targeted an A-wing at a distance and fired two missiles into it. I kept transferring energy into my shields all the while to get them to maximum. Then I noticed the TRN *Tela* had emerged from the stricken *Xerxes*. I made a quick inspection of the *Tela* at high speed, then blasted it to bits.

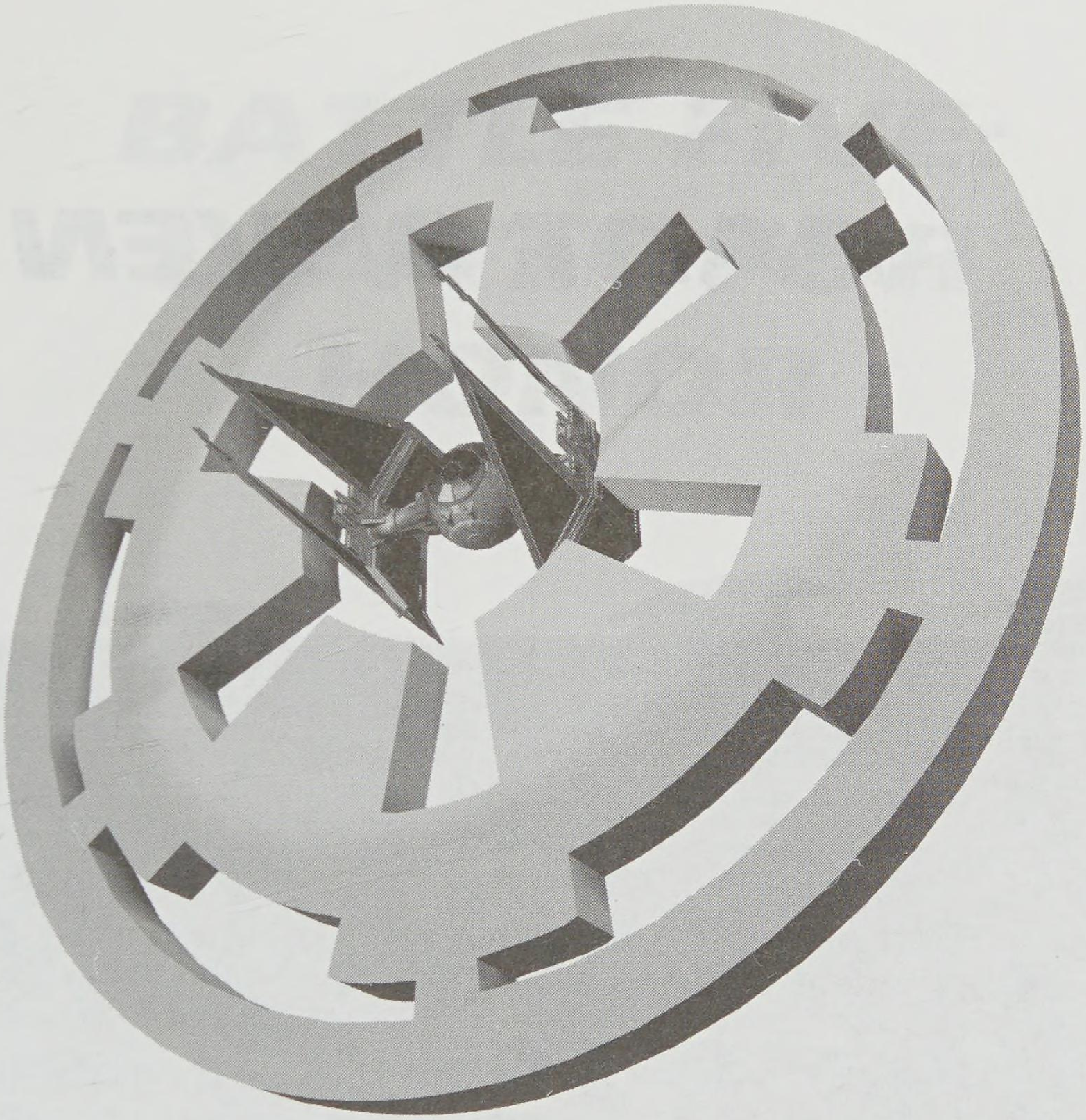
NOTE: X-wing Gold has a primary orders to attack the player.

Debriefing

Primary Goals: FRG *Shamus* must survive.
Destroy FRG *Xerxes*.
Bonus Goals: Destroy TRN *Tela* for 500 pts.

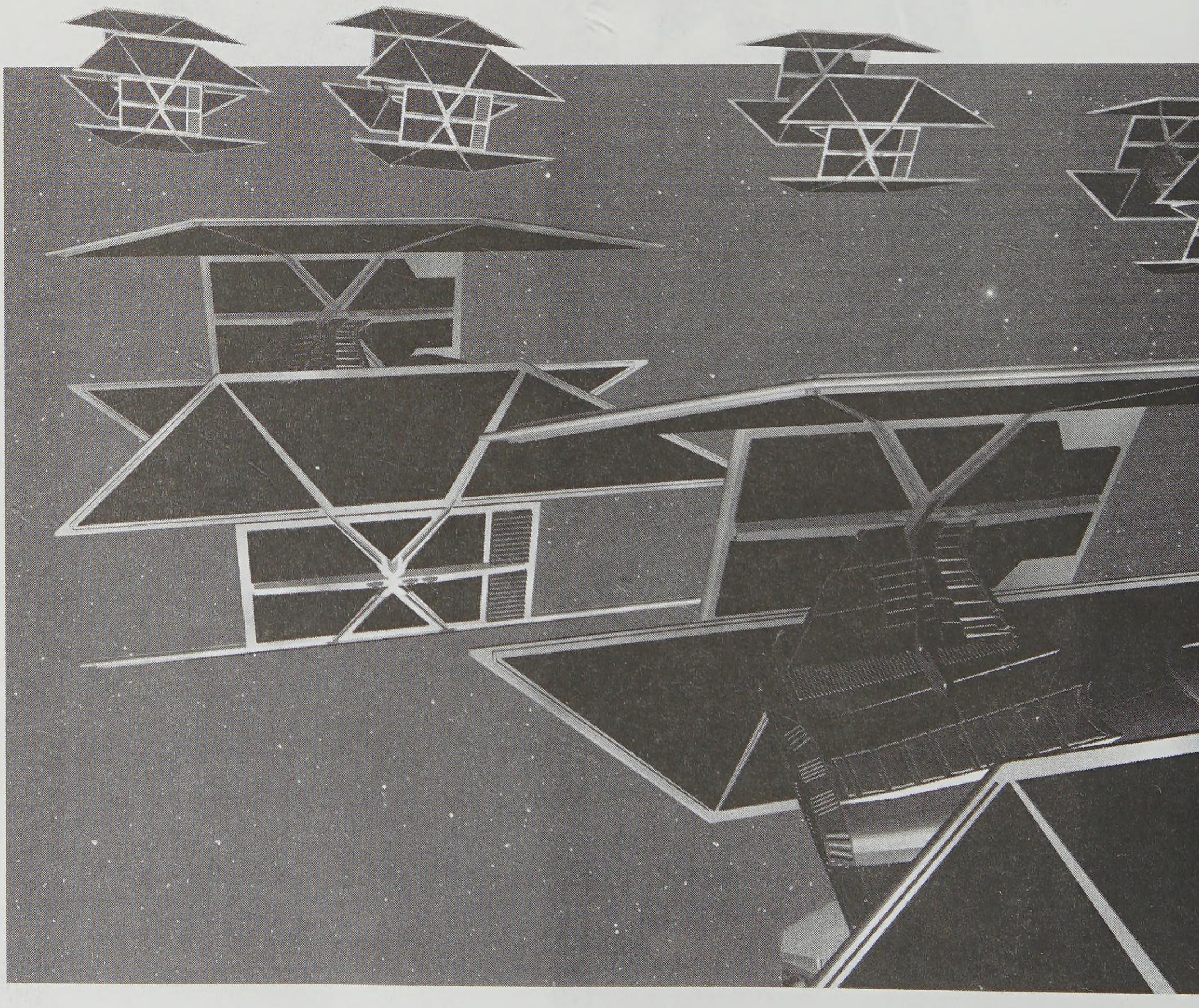
Maarek received his fourth battle medal in a small ceremony. He wasn't enthusiastic the way he had been the first three times. He simply accepted the medal, thinking back over his short, but intense career. He thought of Mordon and the first time he had seen the Star Destroyer *Vengeance*. His heart was heavy and his mind distracted. So much had changed. Or perhaps nothing much had changed, save he himself. He did know that a persistent naive belief in the perfection of any system would get him nowhere. It was time he looked around himself and got to know why he was here, enmeshed in the intrigues of others, instead of back on Kuan with his mother.



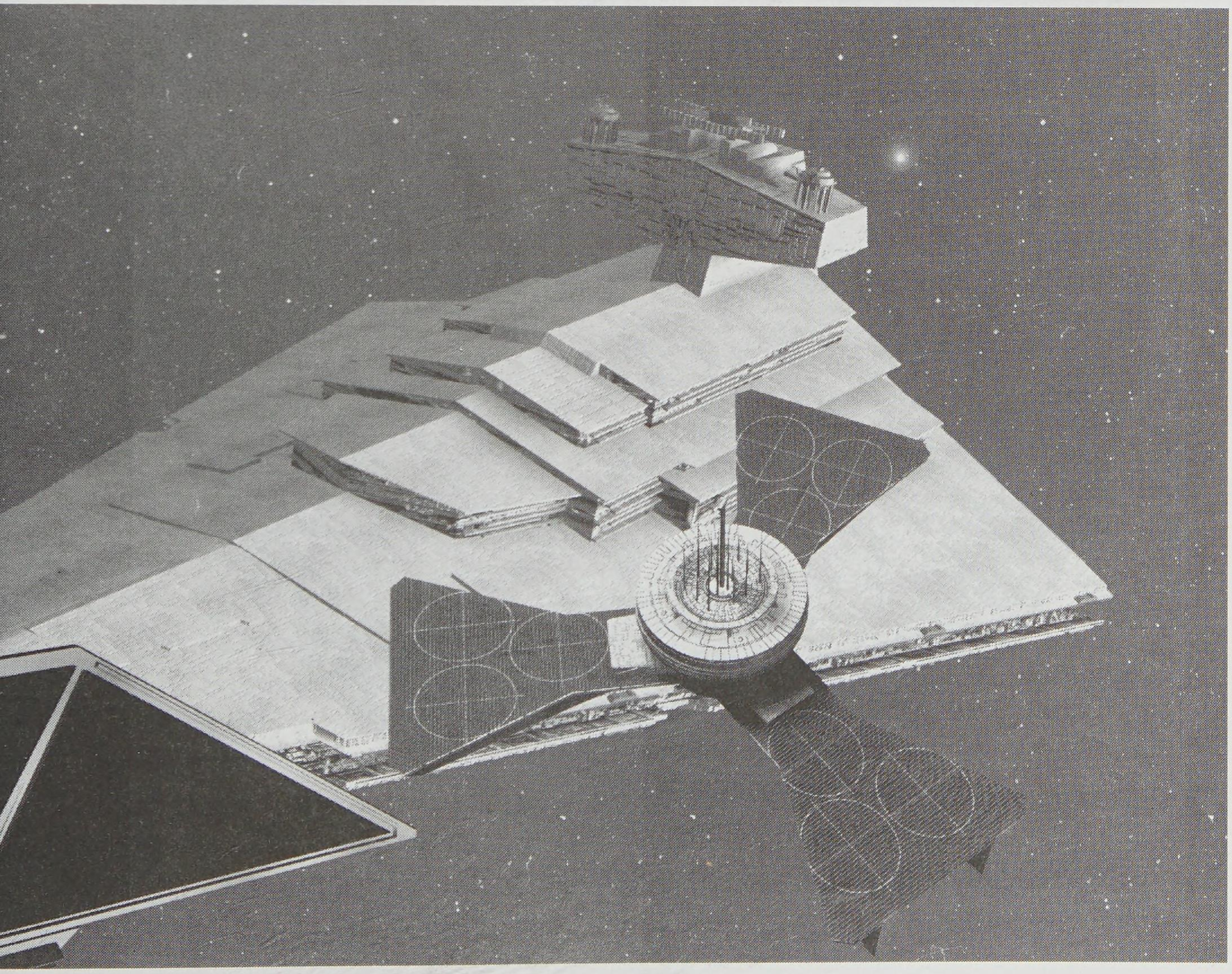


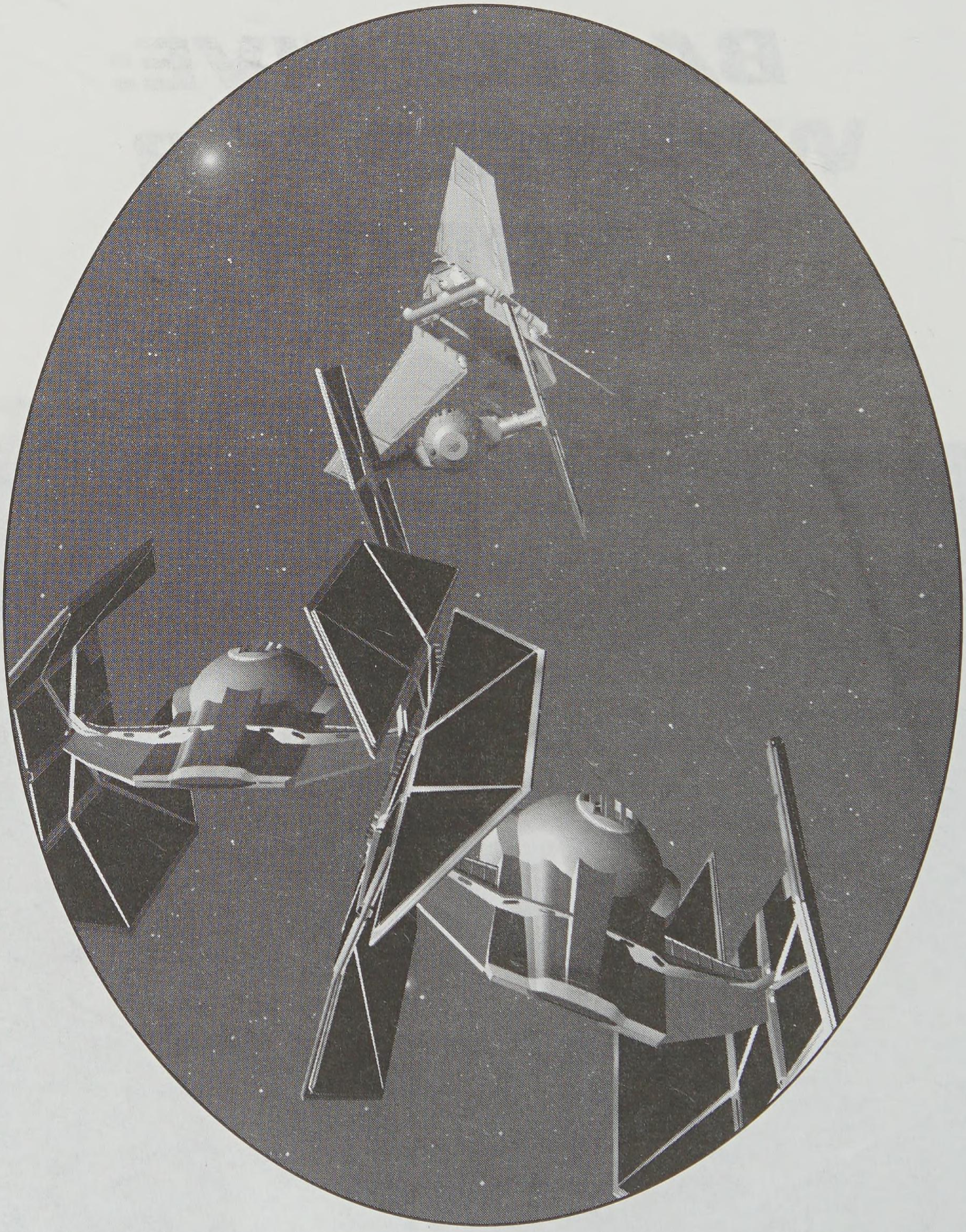
PART SEVEN

PART SEVEN



BATTLE FIVE: BATTLE FOR HONOR





PART SEVEN

Battle Five: Battle for Honor

Star Destroyers are huge, so huge that it's no surprise that one could be aboard one for days, even weeks, and not see an old friend. So it was that Maarek had been back aboard the *Protector*, Admiral Harkov's flagship, for some time before running into Alimet.

It had all happened suddenly, as usual. He had helped fight off the Rebels aboard the *Shamus* and had received another battle medal. Then an Order member had approached him. (Maarek often wondered how many of these robed men there were. He never saw two together, but it was clear from their voices that he was not always talking to the same man.)

"We are initiating a transfer for you, Stele. It could be dangerous, so I want to warn you to be very careful. You will be sent back to the *Protector*. We are closing in on Admiral Harkov. We want someone there who can operate a starfighter."

Maarek's stomach seemed to turn over and his breathing became shallow. "I would prefer not to have to see Harkov again," he told the robed man.

"Soon, you may have your wish," answered the hood with a small nod which only increased the blackness underneath. "Prepare to move, Stele. Our net is closing, and you'll have the opportunity to bring in the big fish." For the first time, Stele heard what sounded like a chuckle emanate from beneath the robes of an Order member. It was eerie and unpleasant.

"I'll go get ready," he said hurriedly. Then he turned and walked quickly away.

He had spent the first few days aboard the *Protector* keeping quiet and listening to the other pilots talk. But he didn't spot Alimet until the third day.

Or rather, it was Alimet who spotted him. "Stele!"

He turned from the holo he had been studying and saw his friend standing nearby. "Alimet," he called. "Good to see you. How are you?"

Alimet looked thoughtful, and instantly Maarek suspected bad news. "I guess I'm all right. But did you know Ketchel bought it?"

Maarek felt his heart sink. Somehow he had known there was a serious problem. But Alimet's expression suggested there was more to tell. "And Grommet?" he asked with an anxious feeling in the pit of his stomach.

"Defected," said Alimet. "He's gone over to the Rebel side."

"What?!!? Not possible. What are you talking about?"

"Well, we had a chance to leave the ship," Alimet began. His hands were gripping each other so tightly the knuckles shone like alabaster. "We went to shore one night, and Grommet, he met this woman. I was there, and she was something else. But next thing I know, he's gone off with her. He never came back."

"AWOL," whispered Maarek, almost in awe. "But that doesn't mean he's defected. . ."

"I saw him once again," said Alimet mournfully. "I managed another touchdown planetside leave. It took some doing — trading favors and such — and I managed to find Grommet. That's when he told me that he was joining the Rebellion." Alimet looked as if he wanted to kick something. His eyes were narrowed, and his face looked tense. He continued through clenched teeth. "I couldn't make any sense of it. I argued with him. Told him not to throw his life away. Nothing I said made any difference. I gathered the woman had something to do with it. Whatever the reason, he was convinced that they were right and the Empire was wrong."

Maarek took a moment to absorb the news. "You know what this means, don't you?" he asked after a long moment during which Alimet stood rock still, practically shaking.

"Yes," said the other. "It means every time we go into battle, we have to worry that we may be shooting at our friend."

There was nothing more to add. They both looked at each other, wishing it weren't so. Finally, Maarek managed to say the only thing he could, "But what are the odds we'll actually see him again at all?"

"Small comfort," Alimet observed. "We either don't see him at all, or we have to kill him."

* * *

A few days later, Admiral Harkov was pacing back and forth, hands clasped behind his back, while he engaged in a secret meeting with his closest advisors. He stopped, turned, and faced the great conference table, then leaned forward, balancing his hands on his fingertips. Behind him, an observation window showed nothing but stars. "I have word that a new pilot has joined our crew." His voice was strained. "I'm told he may be a spy for the Emperor."

One of his advisors, a slightly portly man with thinning hair and a mottled scar across his nose and right cheek, shifted almost imperceptibly in his chair. Harkov rounded on the man menacingly.

"And you, Vondruln. What have you done about it?" The admiral leaned forward even further, looking like some hunting animal pointing at its prey.

Vondruln's face grew very red, but he met Harkov's gaze directly. "If you will remember, Admiral, it was my office that informed you of this man's identity in the first place. And we have not been idle. There will be an 'accident,' sir."

Harkov looked partially mollified, but didn't let Vondruln off the hook so easily. "You know how delicate the situation is now. A few more days, and . . ." He let the thought hang there. Everyone present was aware of the admiral's plan to defect, and each stood to gain something from its success. "Then I have your assurance that this pilot will be eliminated." It was a statement, not a question.

"Yes, sir," answered Vondruln. "He will not survive his next mission."

"Good," replied Harkov. "Then we can get on with other pressing business. We must keep up appearances for a little longer. Consequently . . ."

* * *

Maarek was on his way to his next mission briefing when a robed man motioned him into a small room near the hangar. It was not their usual meeting place, and Maarek was instantly on guard.

"Stele, I've come to warn you. There is danger for you here."

"I already knew that," Maarek answered, feeling impatient at being reminded of such unpleasant facts.

"The danger is quite immediate," the man insisted. "We do not know exactly what form it will take, but be on guard during your next mission. If you should run into any trouble, call for reinforcements immediately. Help will arrive. You may yet prove of value to us, and we will not let you perish."

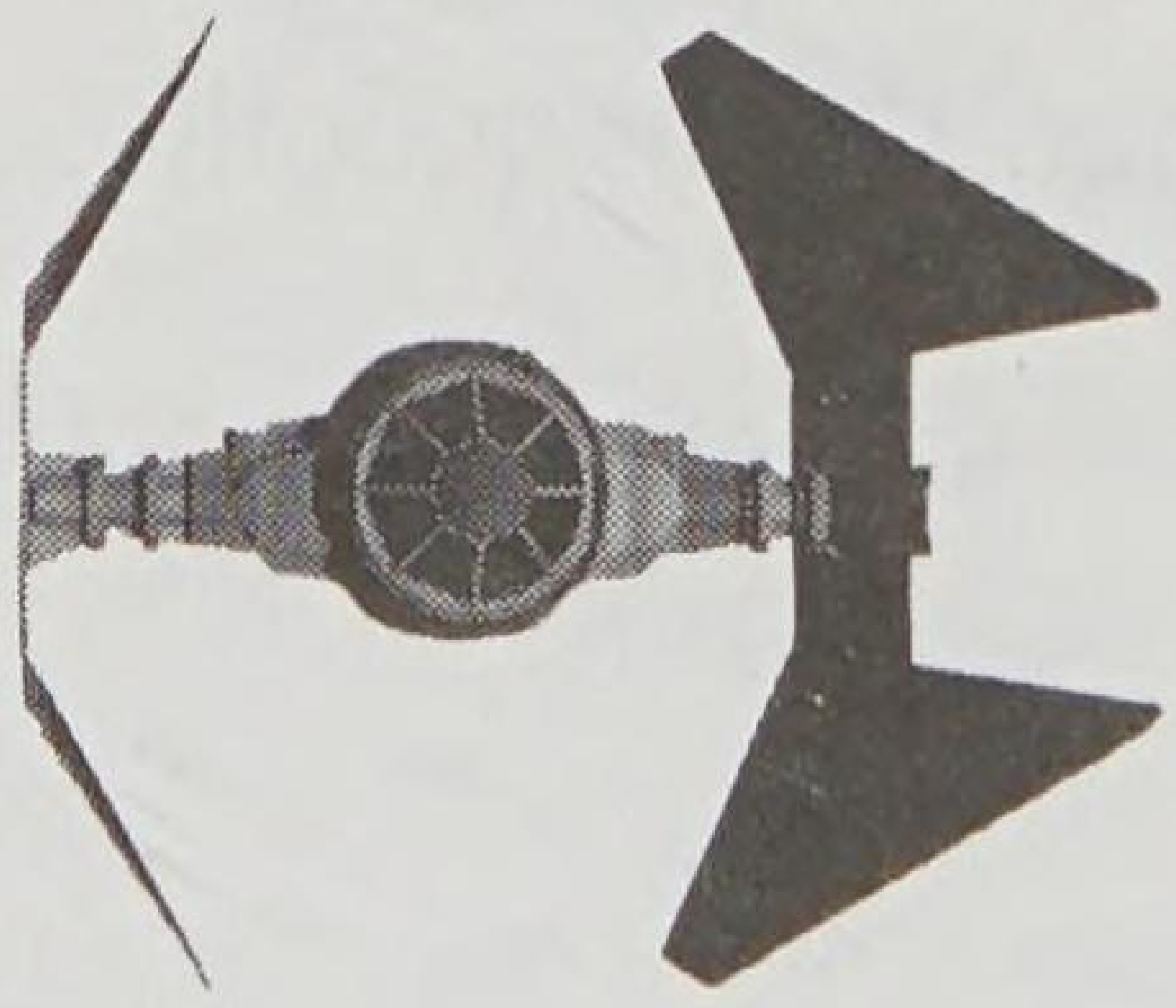
On his way to the hangar, Maarek was seething with anger. First of all, this mysterious servant of the Emperor had as much as admitted that they would let him die if they didn't consider him useful any more. Moreover, all of it had been expressed in such overly melodramatic terms that Maarek was left with a sense that he was involved in a cheap holodrama.

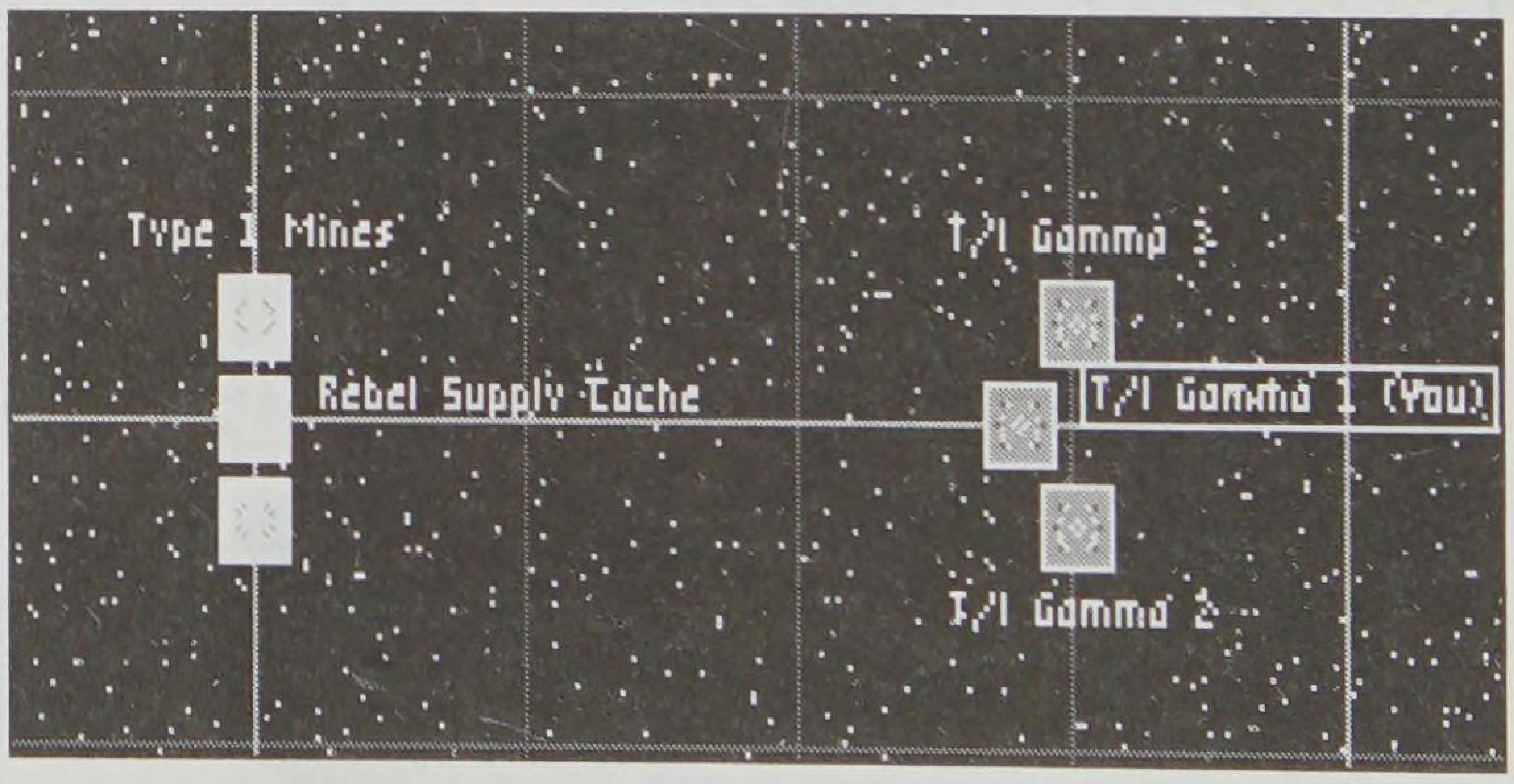
His mood became even gloomier when upon his arrival at the hangar, he received orders to clear a minefield while two rookie pilots observed his technique. This bothered him for two reasons. First, he hated minefields. Second, despite himself, he was reminded once again of Xeal.

When Maarek looked more closely at the two "rookies" assigned to him, he knew. These were no rookies. Oh, they tried to look innocent enough, but they had that unmistakeable glint in their eyes. No doubt, while he was concentrating on shooting the minefield, one of the "rookies" would make a mistake, and it would be good-bye Stele. This charade was far too transparent to him, but he could see no reasonable option other than to go along with the charade and hope the Order was as good as its word.

It was perhaps the most helpless he had ever felt in his entire life.

MISSION ONE: CLEAR MINEFIELD





Mission Briefing

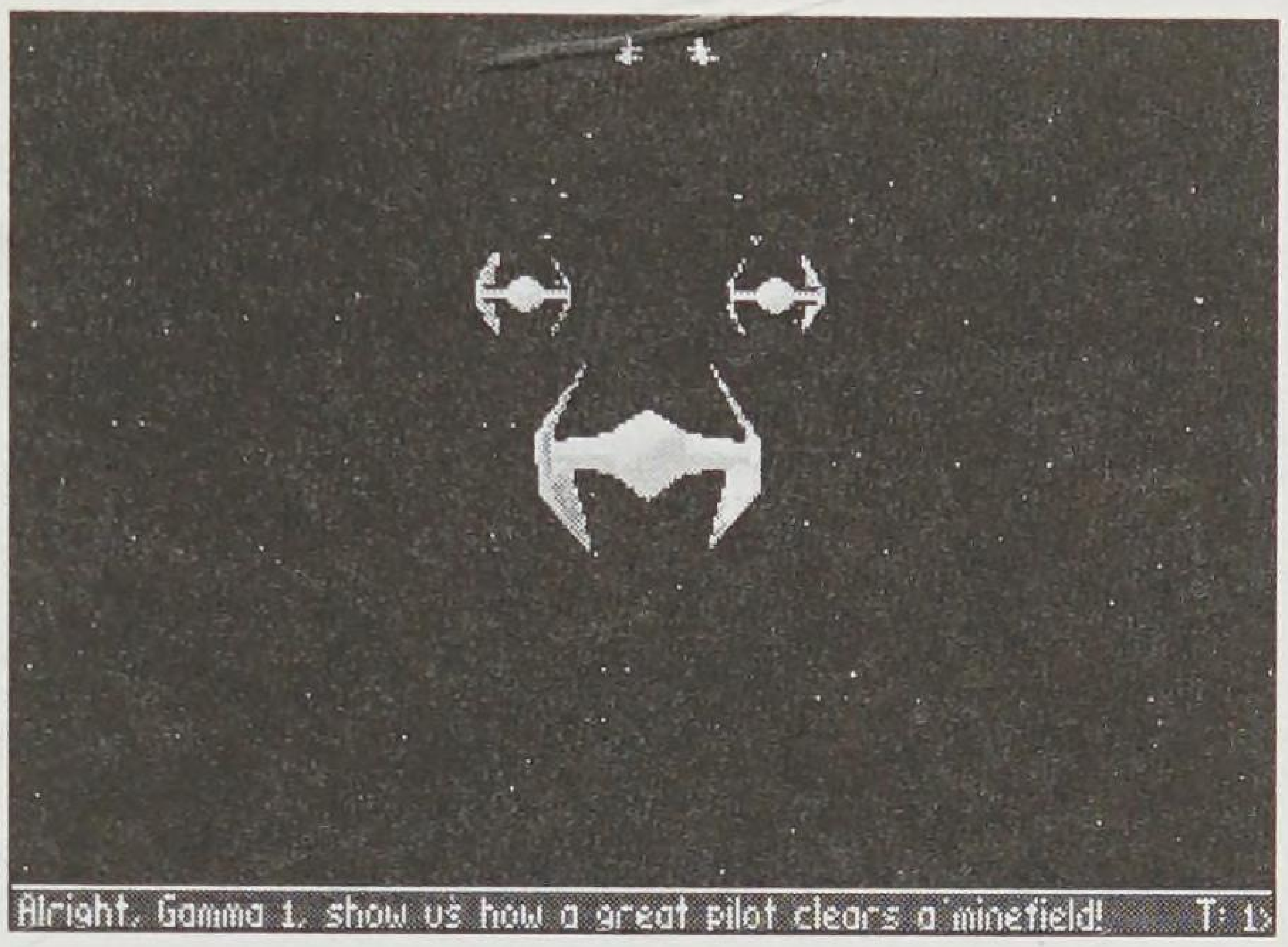
You are to clear a minefield that surrounds a Rebel supply cache. Two wingmen will accompany you, but only to observe.

Secret Order

Follow orders, but stay alert. We have reason to believe you are in danger. If you encounter any trouble, do not hesitate to call for reinforcements. We have made special arrangements.

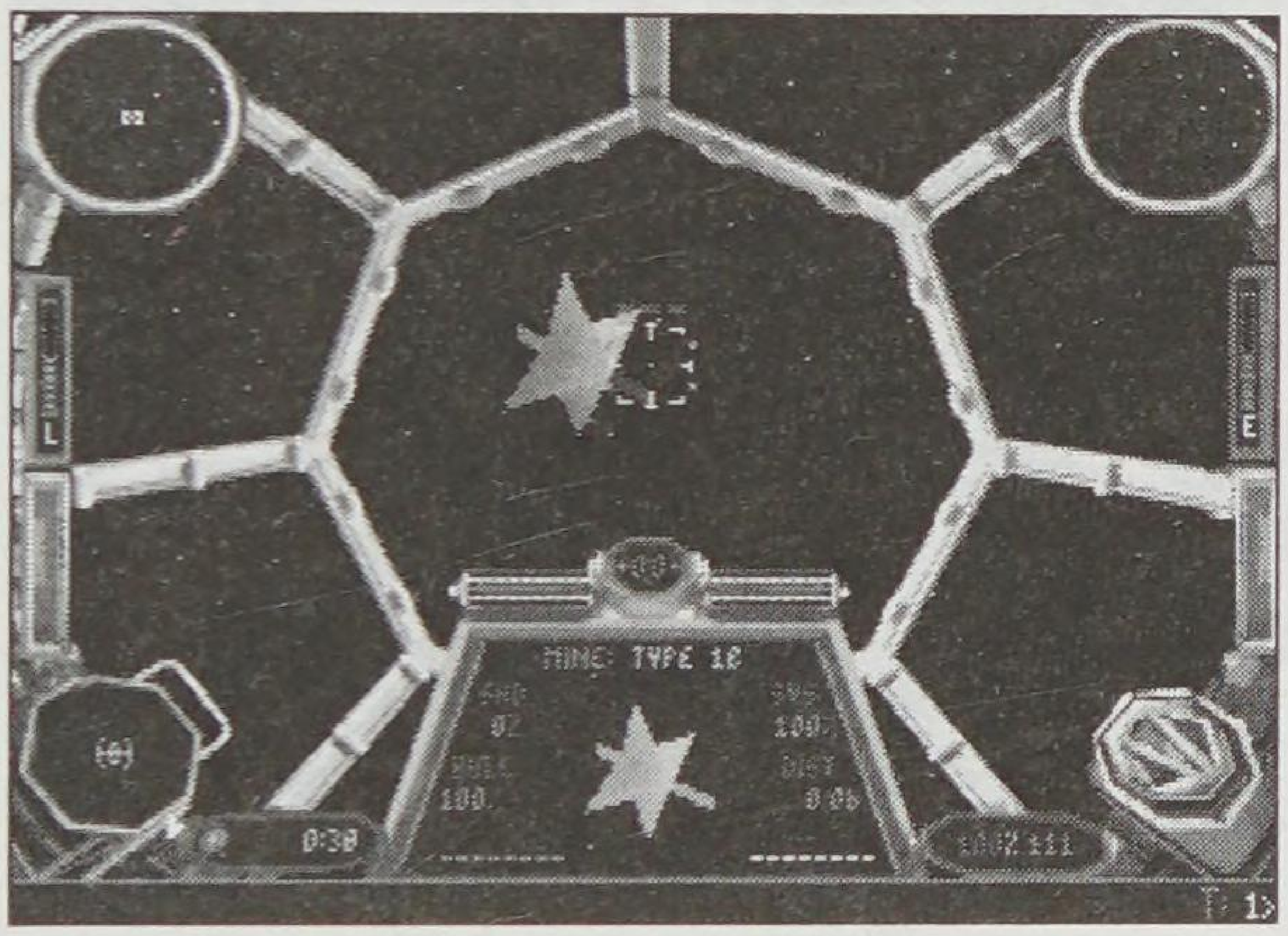
Stele's After-Action Report

I flew out toward the minefield, wary and shaking. I had to steady my hand to target and destroy the mines. I knew there was going to be trouble. I switched to quad fire mode and began firing at mines, keeping my heading moving almost constantly, just pausing long enough to blast a mine. I headed for the container groups Chi and Psi to inspect them, but Harkov came on the comlink and began accusing me of being the Emperor's stoolpigeon. Well, the charade was over. Hitting the E key, I discovered that my "observers" were targeting me!

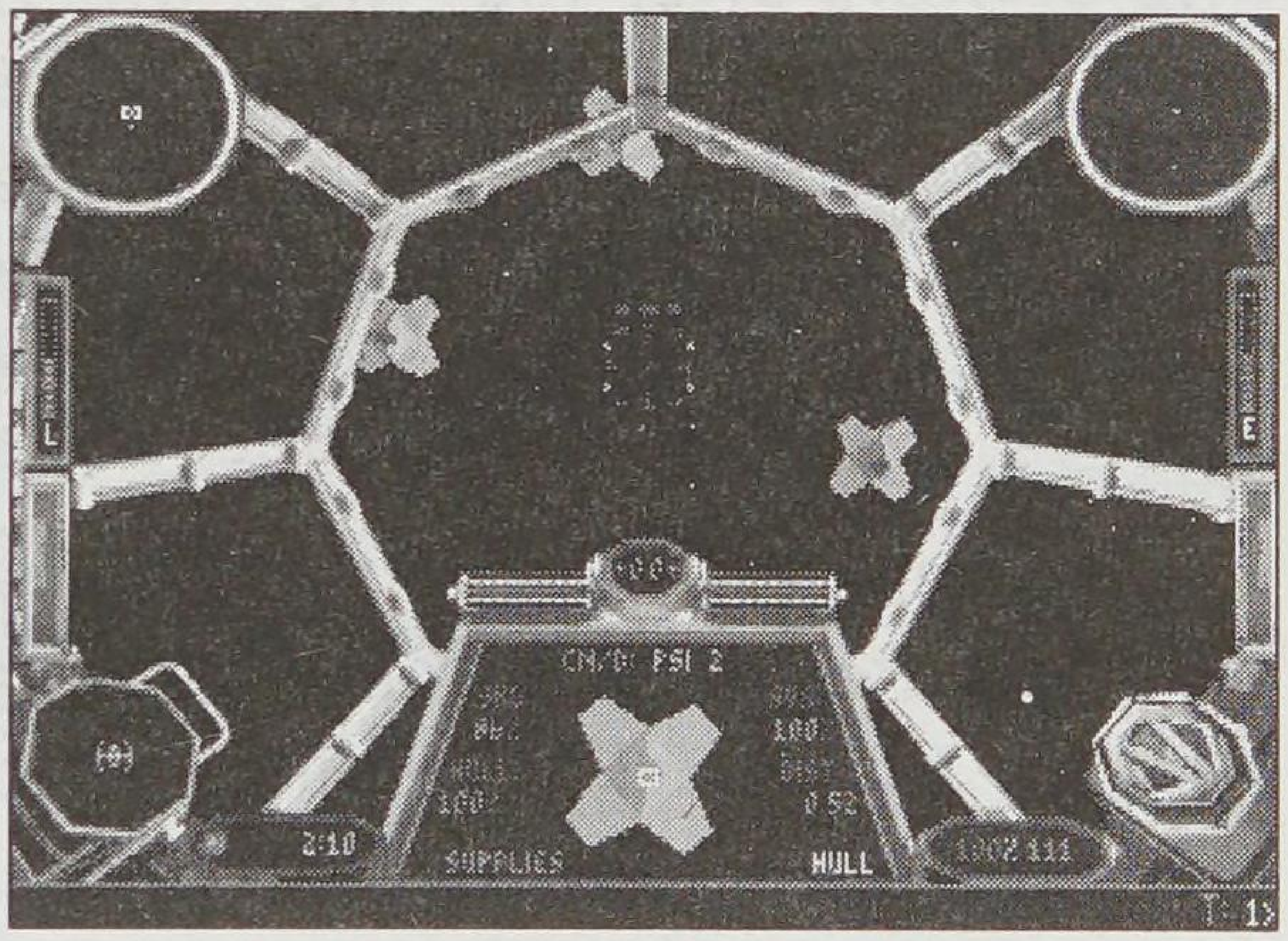


Alright, Gamma 1, show us how a great pilot clears a minefield!

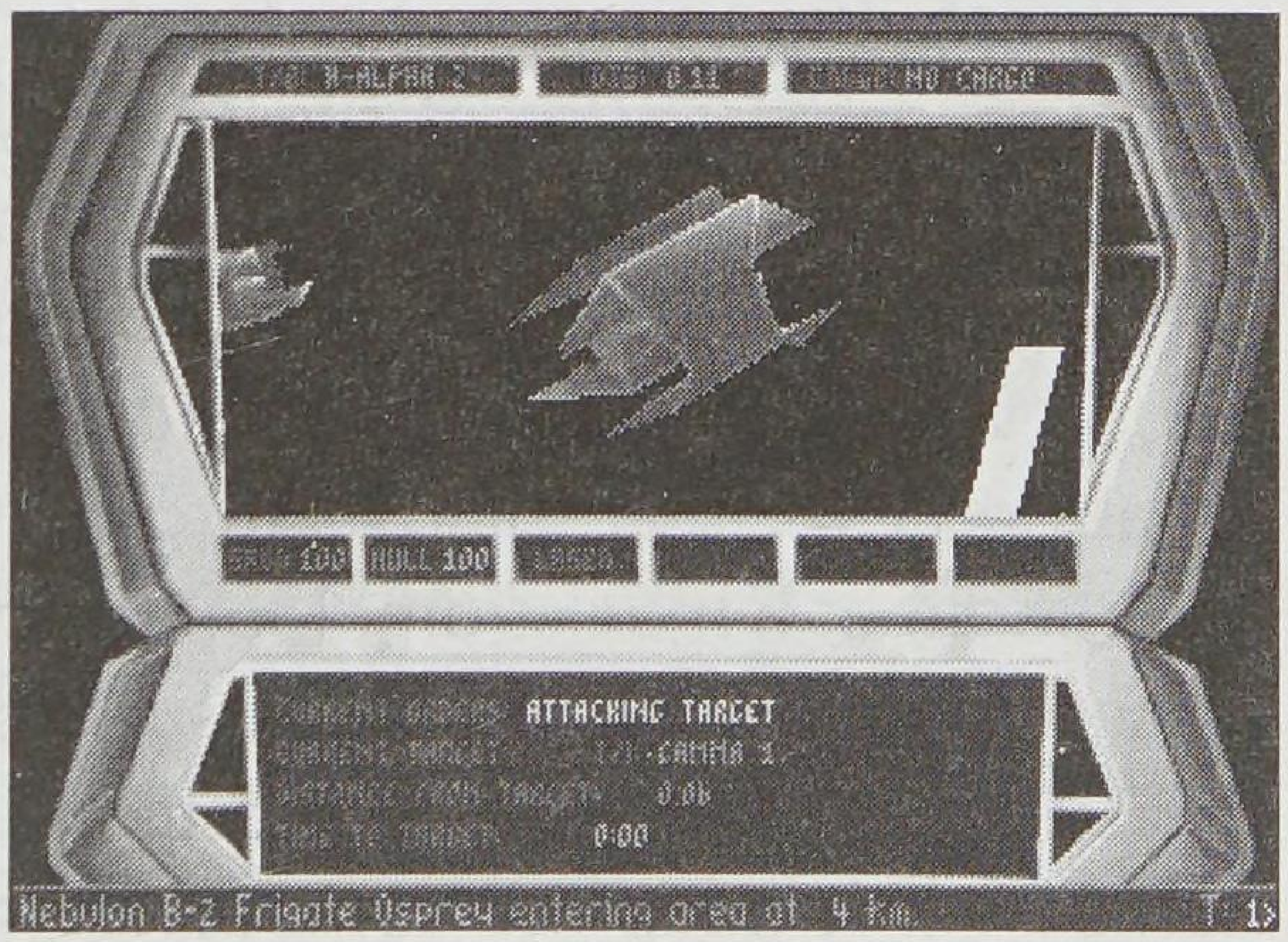
Approaching the minefield.



Targeting a mine.



Inspecting the containers.

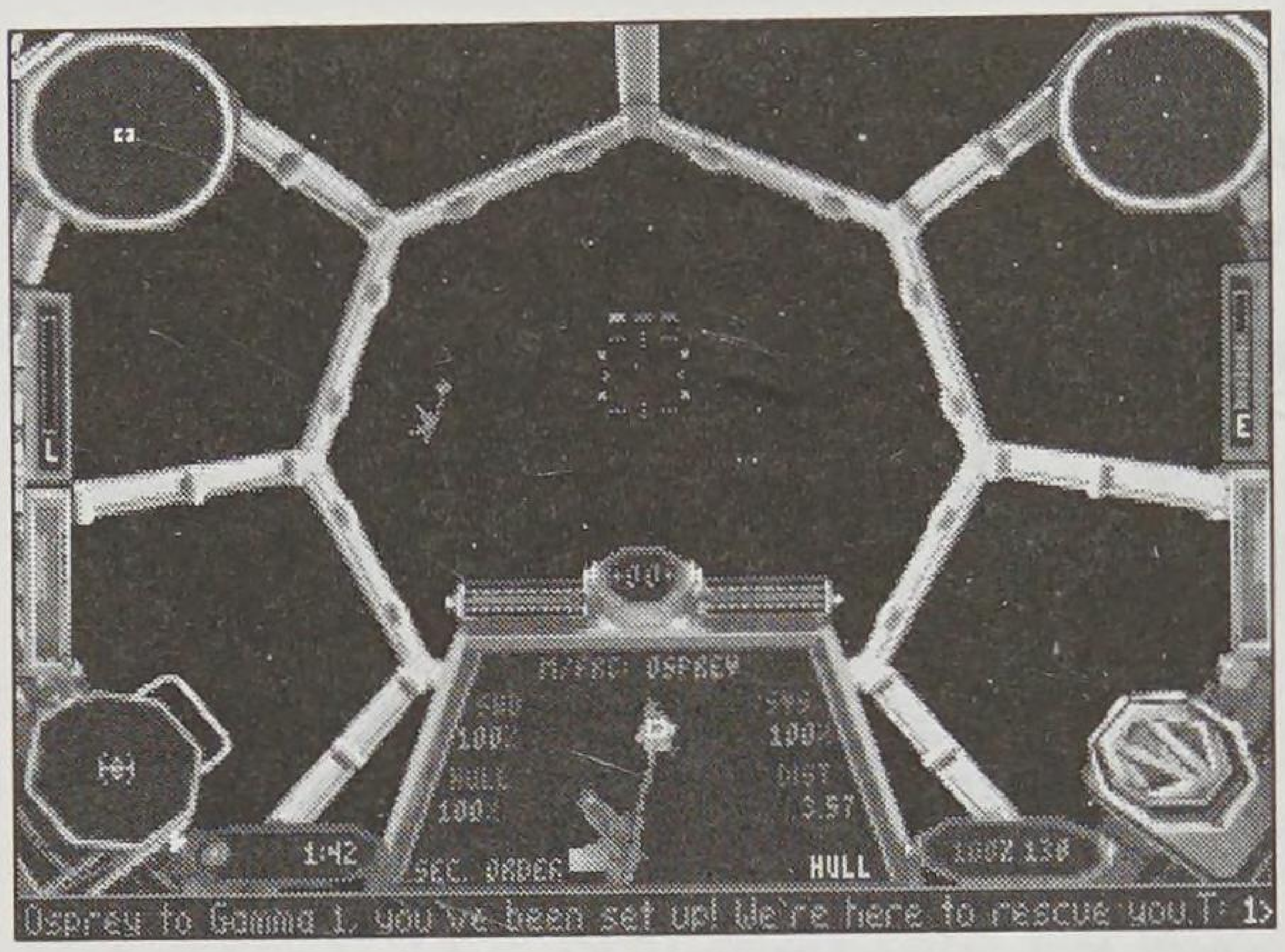


Nebulon B-2 Frigate Osprey entering area at 4 km.

What are that T/A doing?

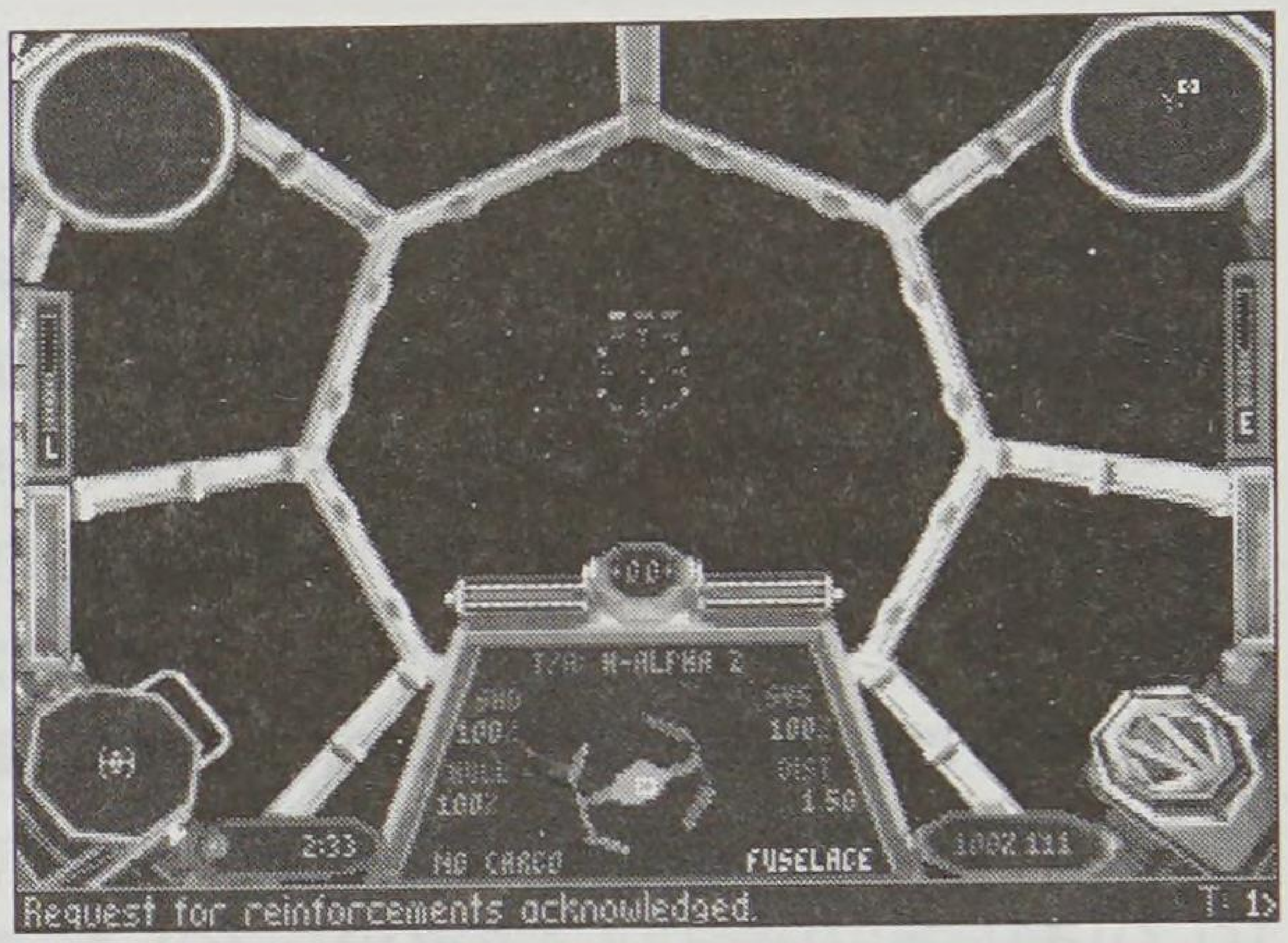
I called for reinforcements without waiting a heartbeat, then pumped all the juice into the engines to get as much speed as possible. I began weaving and jinking. Then the FRG *Osprey* jumped in. Help had arrived! I put the *Osprey* in a memory location.

I headed toward the *Osprey* at full speed, corkscrewing to throw my pursuers off. By this time, there were three TIE Advanced and a pair of TIE



Osprey to Gamma 1, you've been set up! We're here to rescue you.

Help arrives.

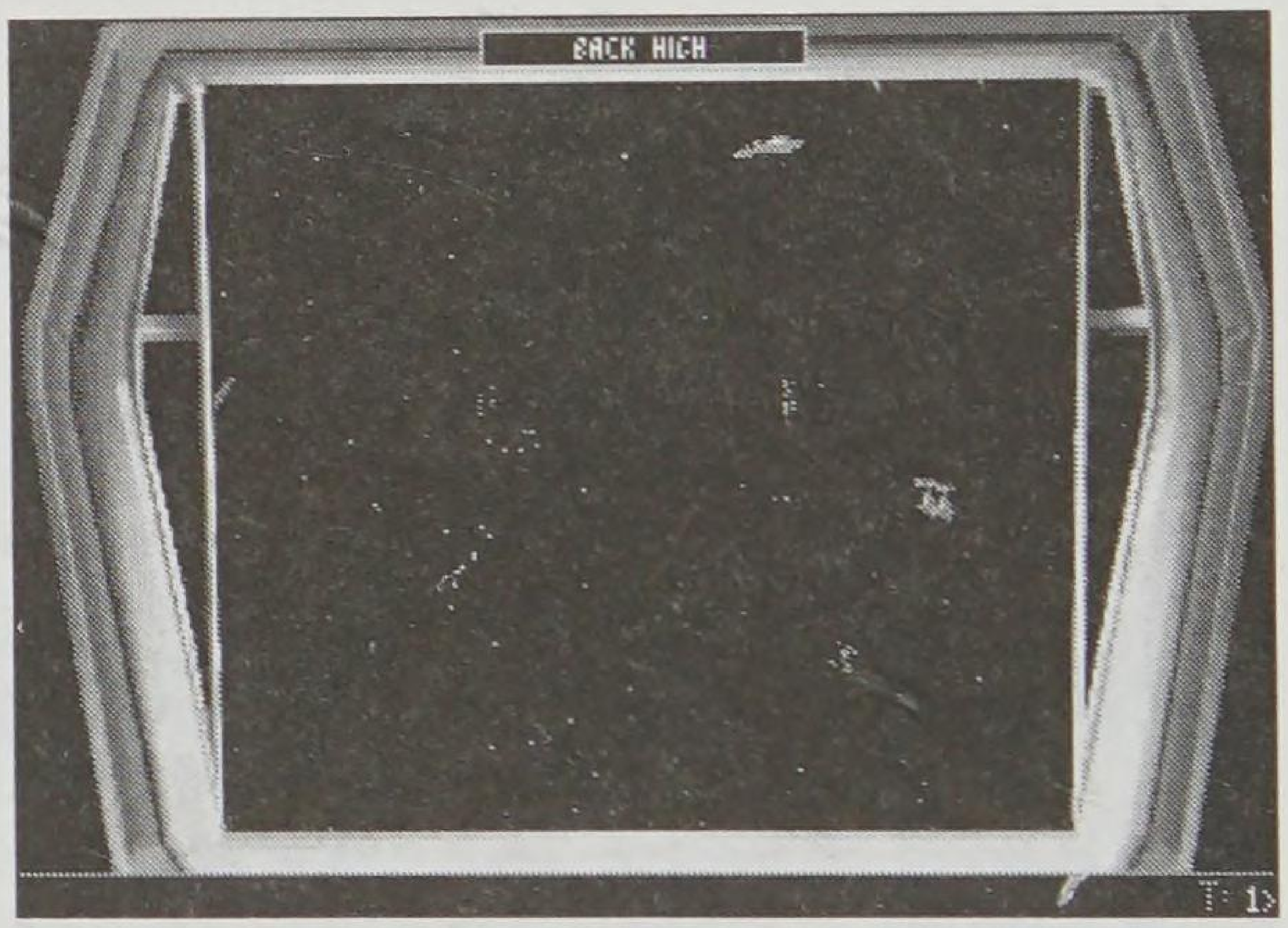


Request for reinforcements acknowledged.

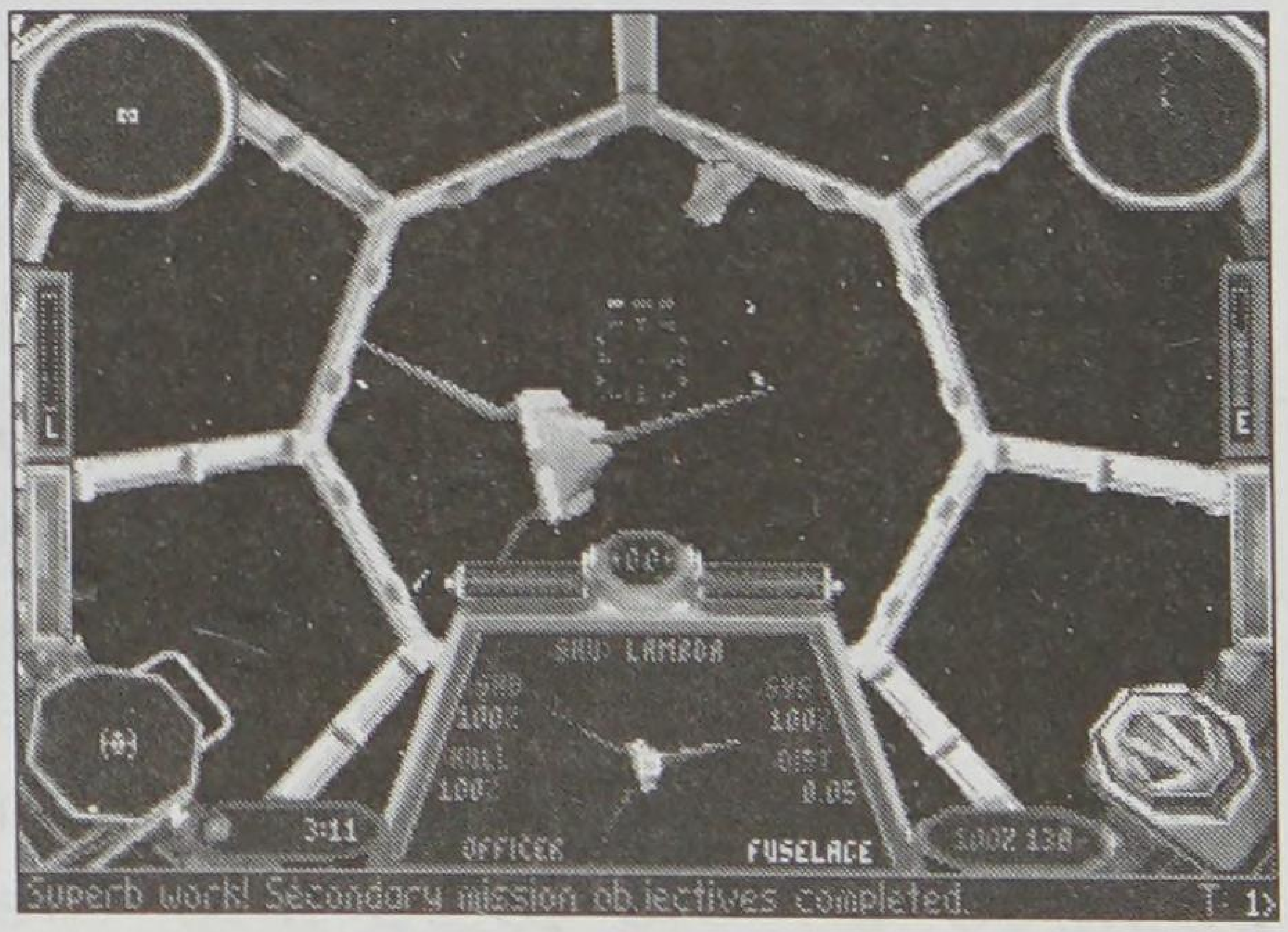
Running for cover.

Interceptors after me. Meanwhile, the *Osprey* was launching some T/Is and T/Bs. I hoped the T/Is were somehow modified, or they wouldn't stand a chance against the T/As of Harkov's fleet.

I was about 2 km from the *Osprey* when a Rebel Calamari cruiser jumped in. I quickly assigned it to memory so I could keep tabs on it. Almost immediately a shuttle launched and headed for the cruiser. I put the shuttle in a memory location, too. The commander of the *Osprey* directed me to inspect it! Well, with a fully raging dogfight going on around me, it was just possible to do so. Amazing how quiet things can get in the middle of a maelstrom. I found an officer aboard. Well, if I could survive this treachery, I figured I'd live to see Harkov fry. It gave me something to live for.



Watching your back.



Superb work! Secondary mission objectives completed.

Inspecting the shuttle.

I checked the map screen and saw that the cruiser had launched some X-wings and Y-wings. The battle was heating up because the *Osprey* had also launched its forces. Through all this, I had to cover six kilometers with no shields and half the Empire and the Alliance after me! Or so it seemed.

Now I thought about hiding in the protection of the *Osprey* and taking out some of my pursuers. The fire from the Frigate would help me, and if I kept moving, I might take a few of them out. This was extremely risky, of course, but I had discovered that while I corkscrewed, my pursuers got in each others' way, often shooting each other instead of me! It was too good to pass up the opportunity to watch them destroy themselves. I had to keep checking my upward view to make sure I didn't collide with the *Osprey*, however. Finally, when I tired of the fun, I entered the hangar and cursed Harkov roundly as I debarked and looked for someone to throttle.

Debriefing

Secondary Goals: Inspect SHU *Lambda.*
  M/FRG *Osprey* must arrive.
  Inspect all of CON groups Chi and Psi.
Bonus Goals: Destroy T/I *Gamma 2* and *3* for 100 pts each.
  Destroy all of T/A groups H-Alpha and H-Delta for 2000 pts each.
  Destroy all of T/B group H-Beta for 1000 pts each.
  Destroy SHU *Lambda* for 500 pts.
  Destroy mine groups 1A and 1B for 2500 pts each.
  Destroy CON groups Chi and Psi for 100 pts. each.
  Destroy X-wing group Blue for 1000 pts each.

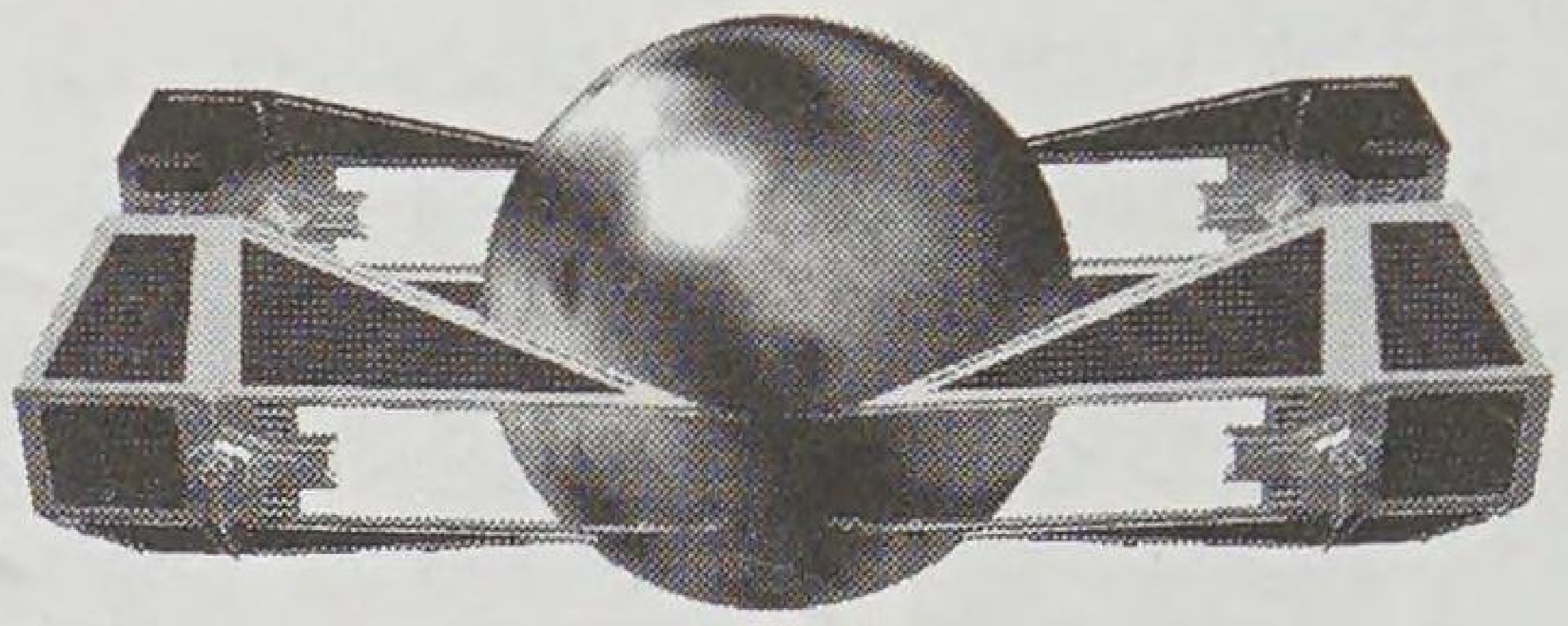
"Escaped? What do you mean he escaped?" Harkov was livid. "Do you know what this means?" he screamed.

"Sir?" squeaked Vondruln, who looked as if he had physically shrunken into his seat.

"It means, you idiot, that they know everything. It means we're at war with the Empire." His voice continued to rise in volume and intensity. "And it means we didn't get anything from the cursed Alliance!"

Harkov's expression turned cold; there was no other warning. He slowly drew his blaster and, without another word, shot Vondruln in the chest. The uniform burned away and the blaster ate away at the man's body. There was no blood, as the wound was instantly cauterized. Vondruln's body slumped forward, his head hitting the table, then slid to the side and fell with a dull thud to the floor.

"Clean up this mess," Harkov barked at no one in particular. "And the rest of you, get busy!"



Maarek had arrived safely aboard the M/FRG *Osprey*. He was met immediately by a representative of the Order.

"Well done, Stele. You made it. We now have incontrovertible evidence of Harkov's deception and treachery. He will be brought before Lord Vader and dealt with appropriately."

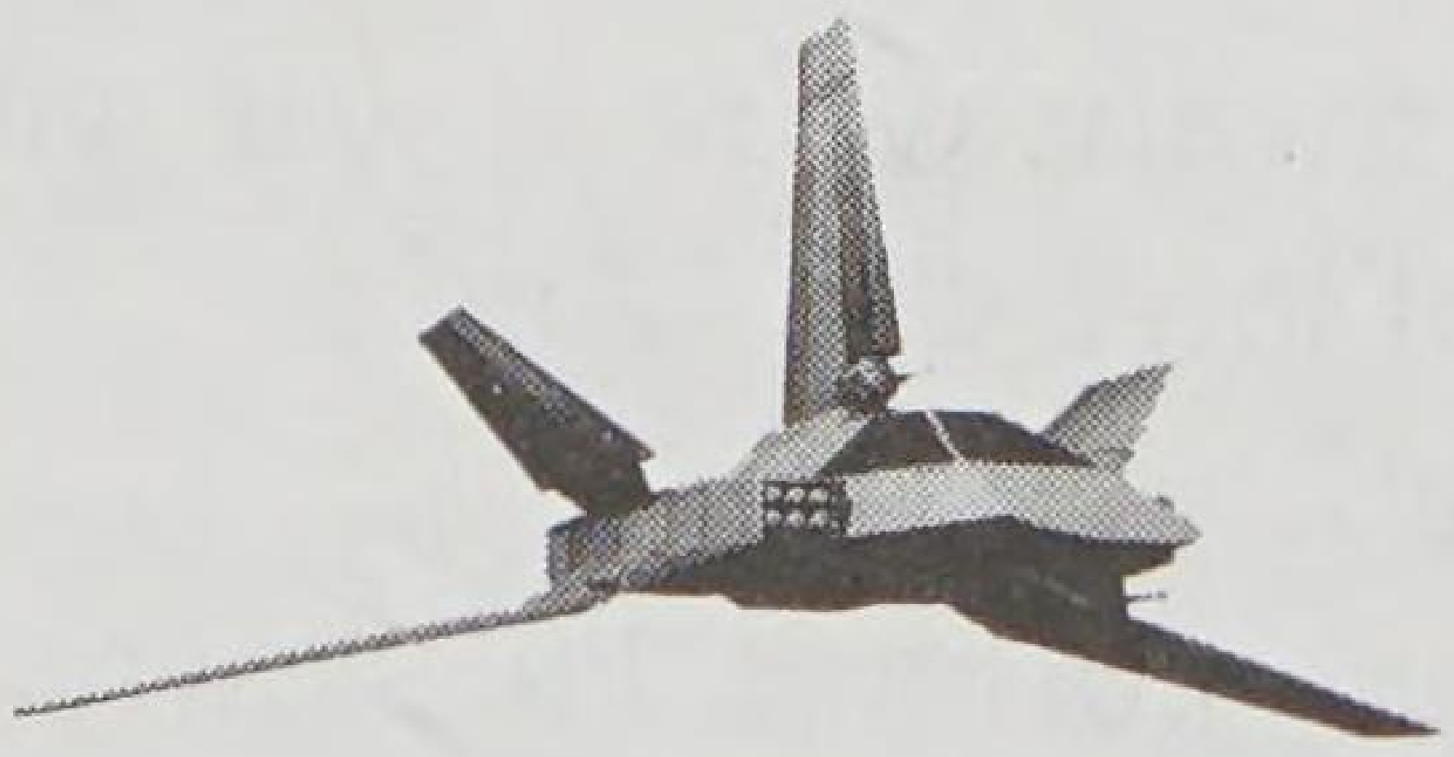
But Maarek was still angry from his last meeting with the Order. "You can tell your masters that I'm through doing their bidding. I don't care how many invisible awards you give me. I've had it."

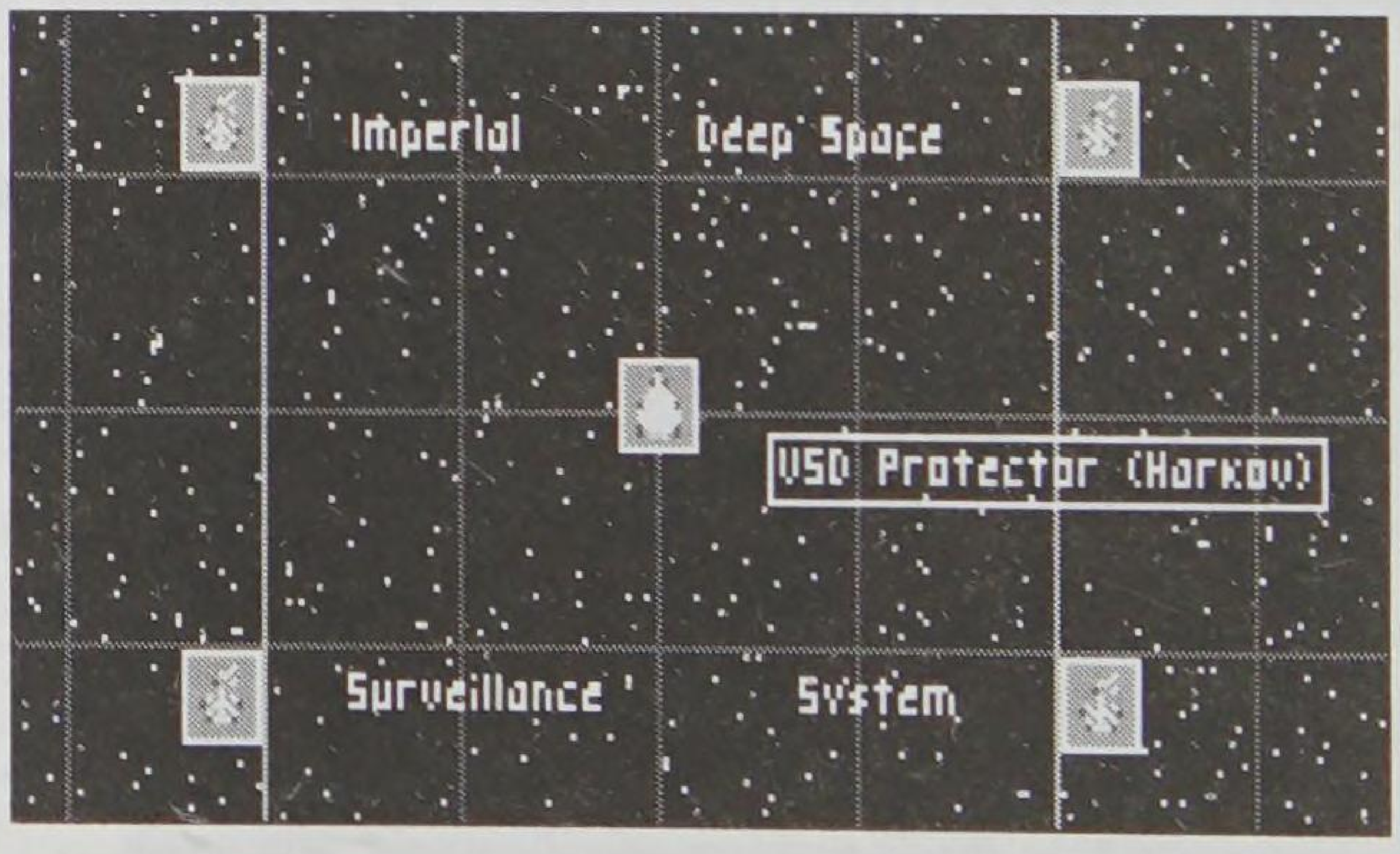
Maarek started to walk off dramatically, but the robed figure uttered three words which stopped him dead in his tracks. "Harkov murdered Mordon."

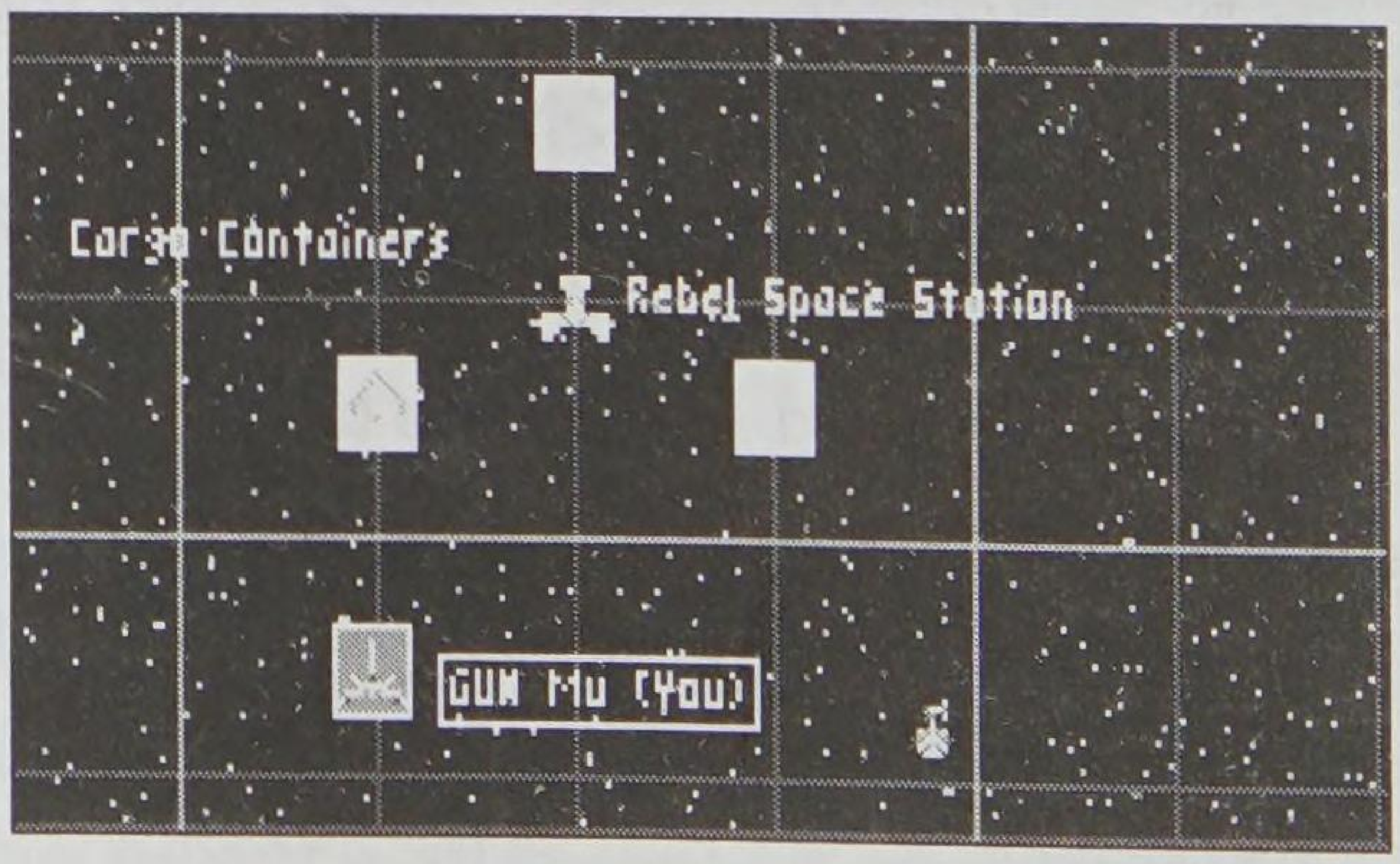
A long moment of silence passed during which Maarek's anger worked its way into a white rage. But the target was no longer the Order. It was Harkov he hated. His voice was quiet when he finally broke the silence. "What is it you want me to do?" he asked.

"Help us find Harkov," was the answer.

Mission Two: Assault Gunboat Recon







Mission Briefing

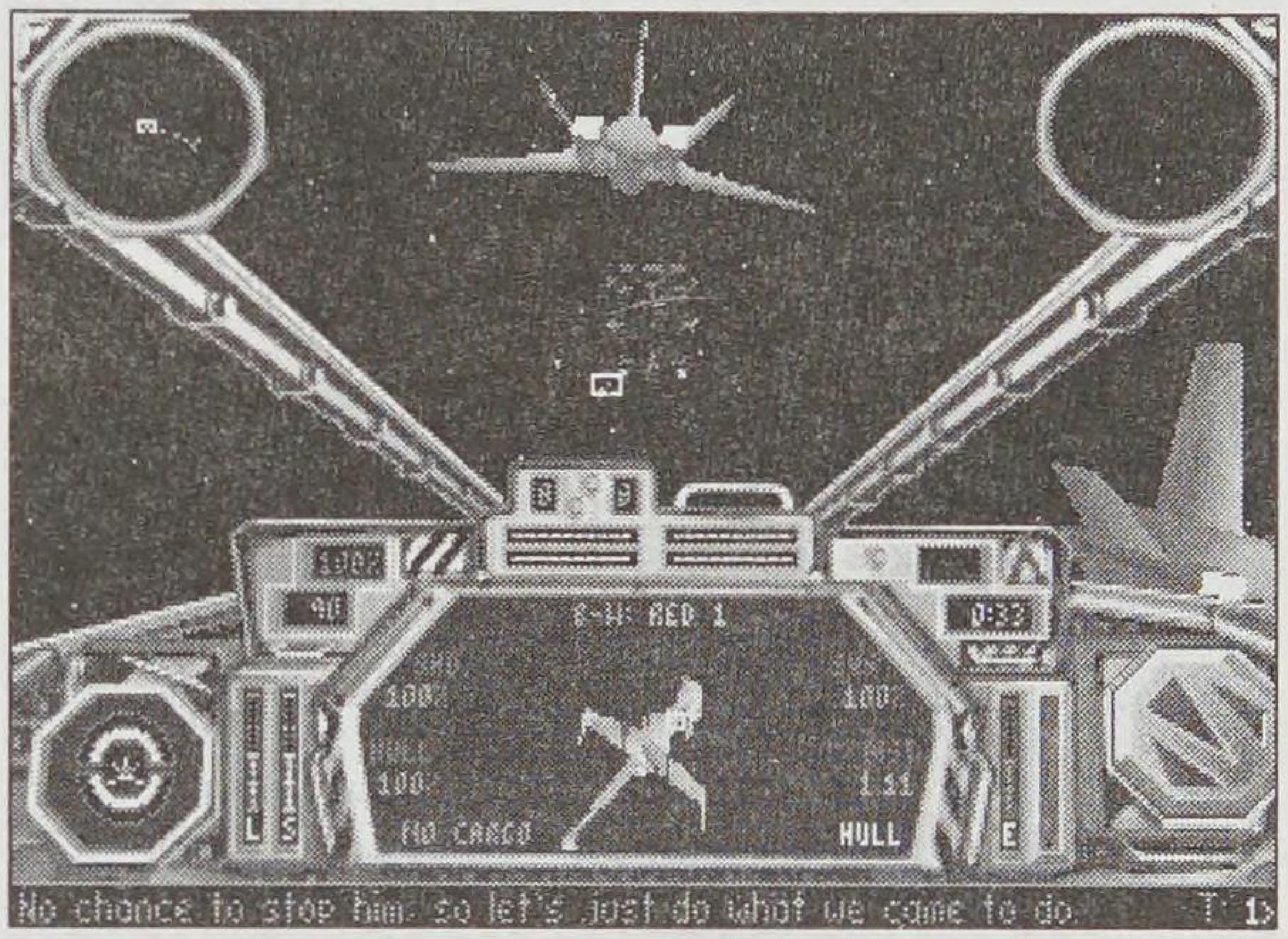
You are to fly as wingman in a four-ship group of Assault Gunboats. This is a reconnaissance mission. That means, you must inspect containers and ships, and destroy what you can. However, do not engage Harkov's forces unnecessarily. It is critical that you return to base to report whether you've located Harkov or not.

Secret Order

Be sure to inspect containers. We will use the information you gather to further anticipate Harkov's needs and tactics.

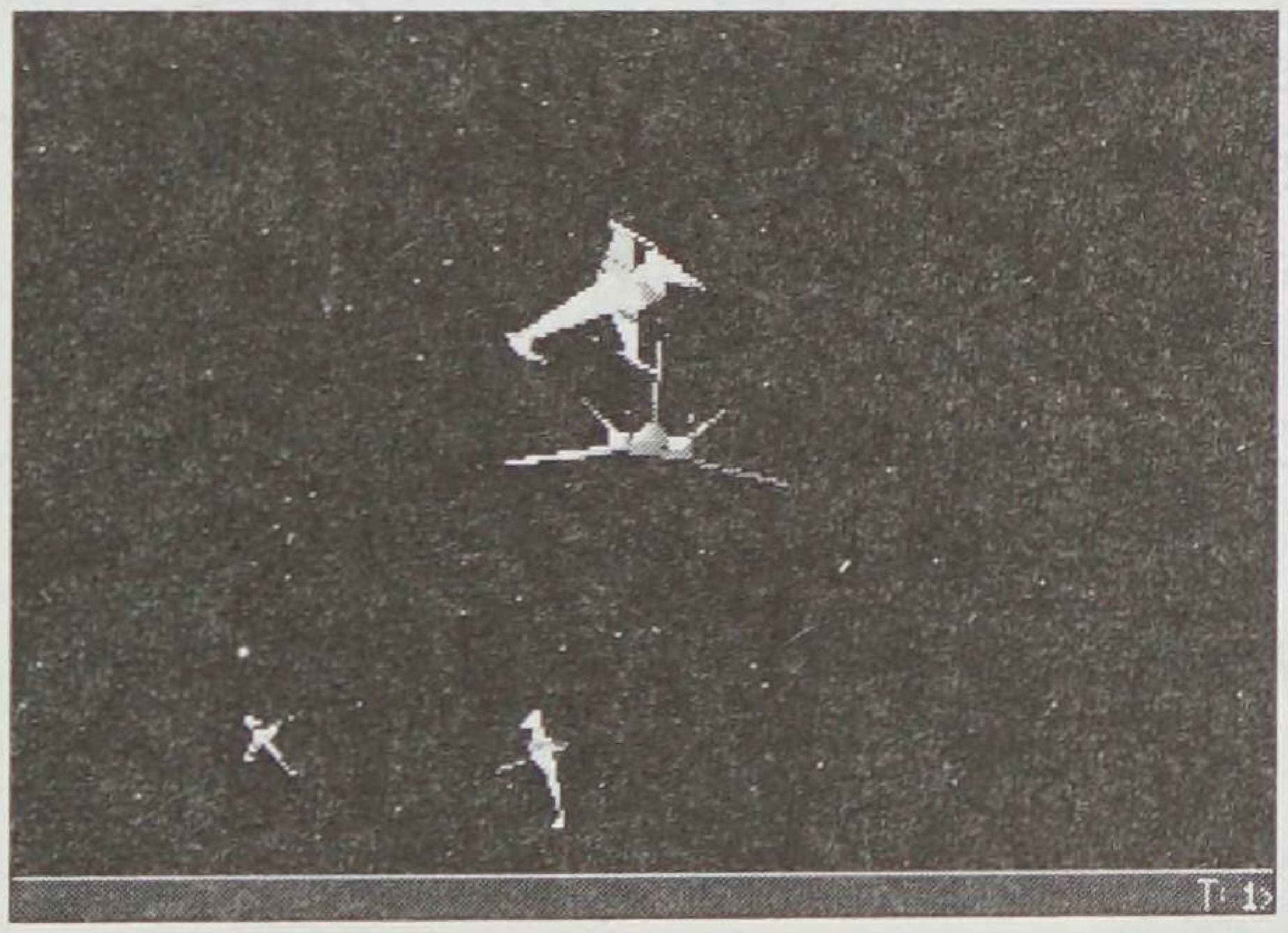
Stele's After-Action Report

I entered the mission area and immediately executed my mission start proceedure. When I checked the map, I saw a platform about 6 to 7 km away. around the platform were various containers. Three B-wings flew patrol around the platform. The nearest, *Red 3*, was a little more than 5 km away and to the right. To the left was *Red 1. Red 2* was about 10 km away and didn't pose an immediate threat. I headed toward *Red 3* and ordered my flight group to attack him as well.



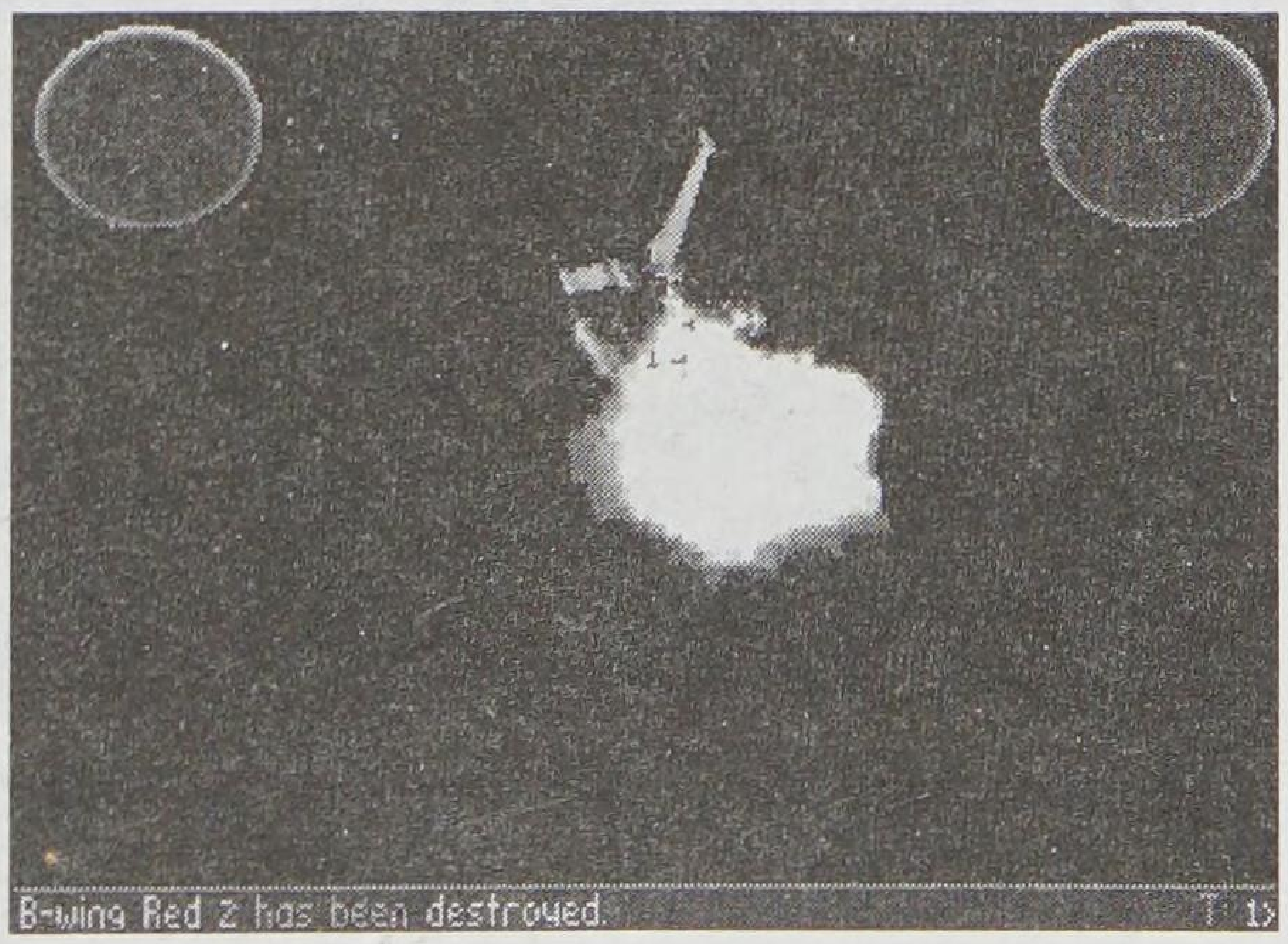
No chance to stop him, so let's just do what we came to do.

B-wing *Red 1*.



Going after the B-wings.

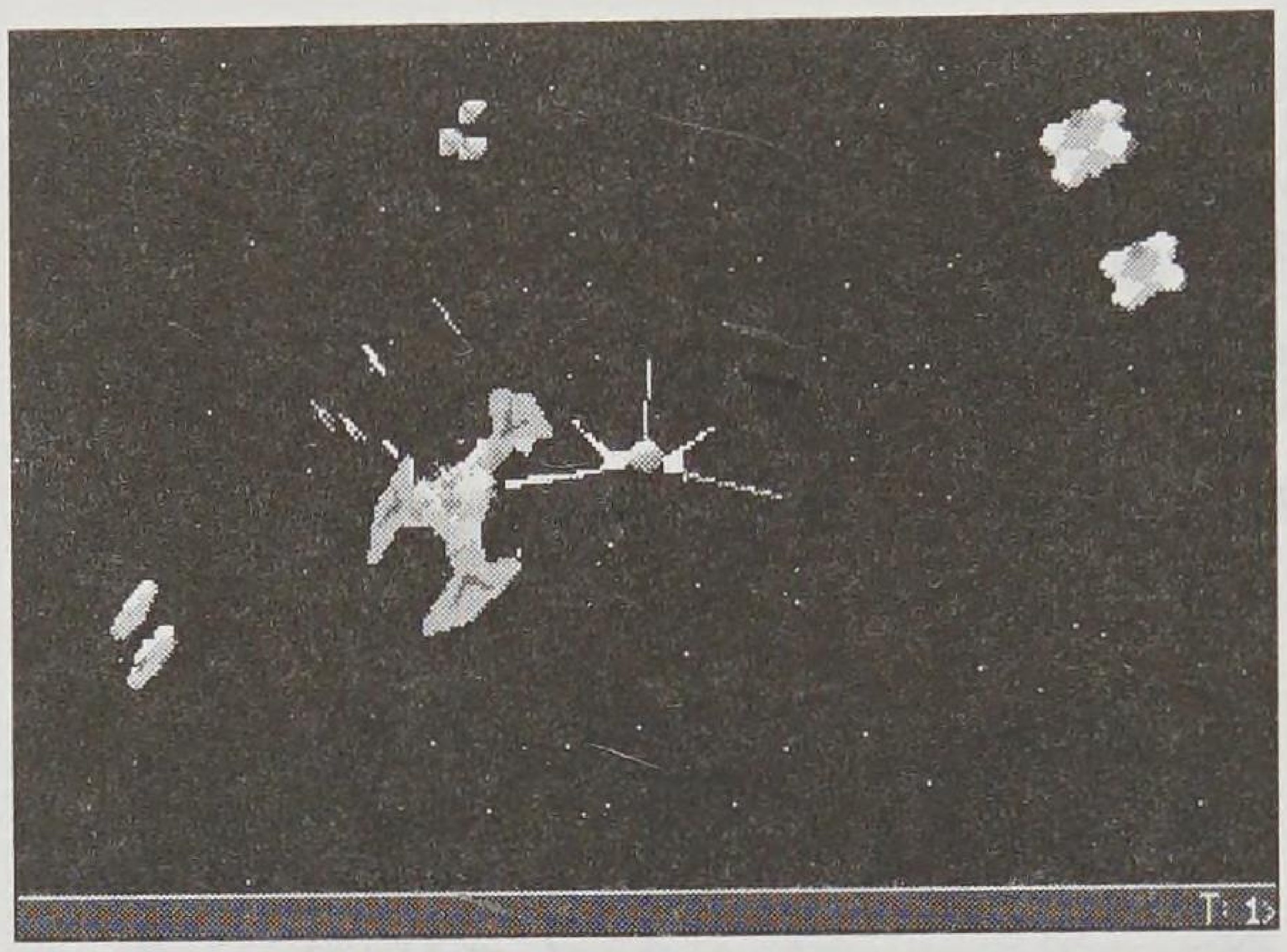
I put my shields down to normal recharge to gain some speed and finished off *Red 3* quickly by firing dual missiles and following up with cannons. A Corellian transport left the platform and headed for hyperspace, but I had no chance to intercept. Meanwhile, some Z-95s were taking off from the platform and we were engaging B-W *Red 1*. He went down just like *Red 3*.



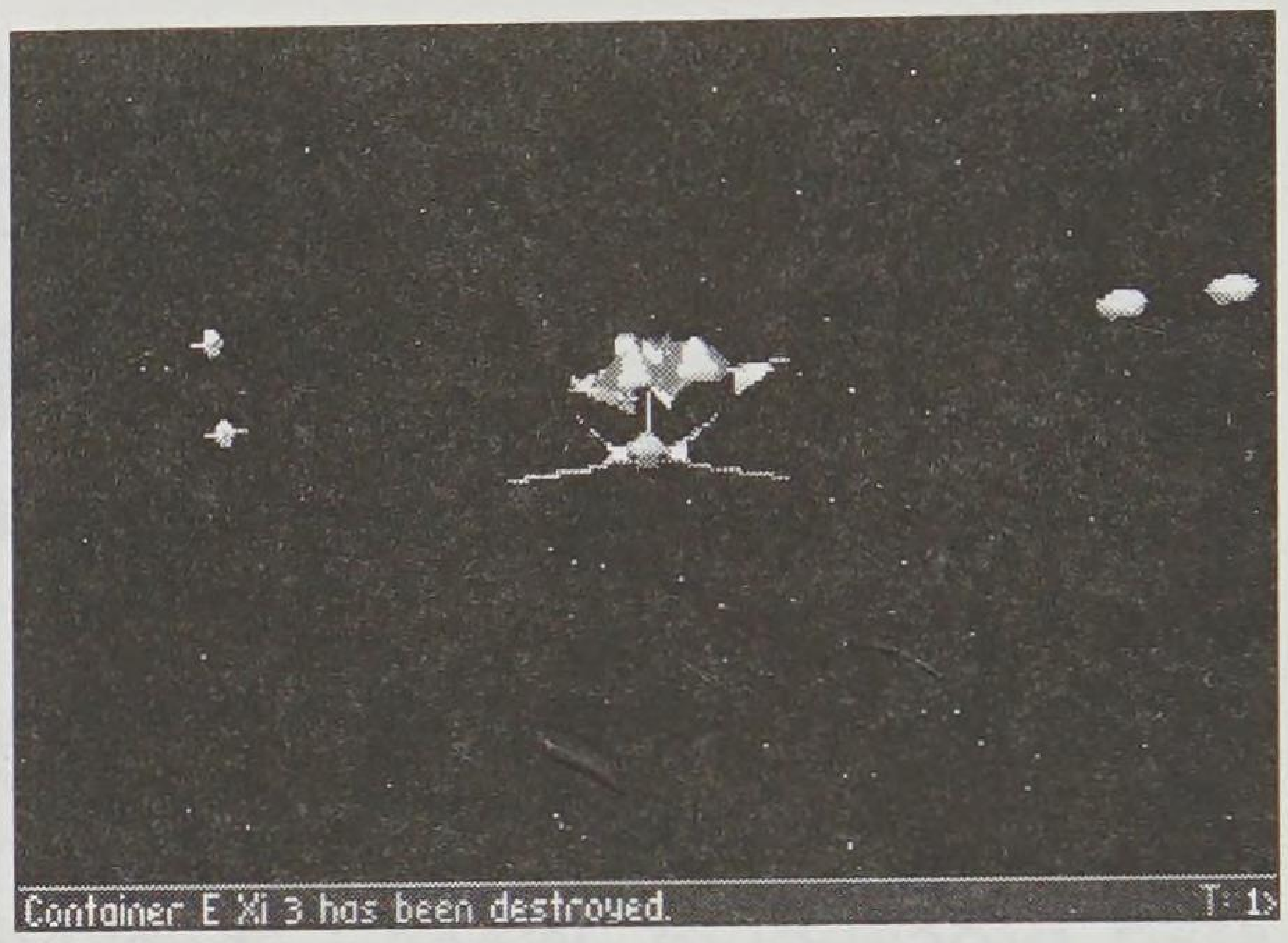
B-wing Red 2 has been destroyed.

The end of B-wing *Red 2*.

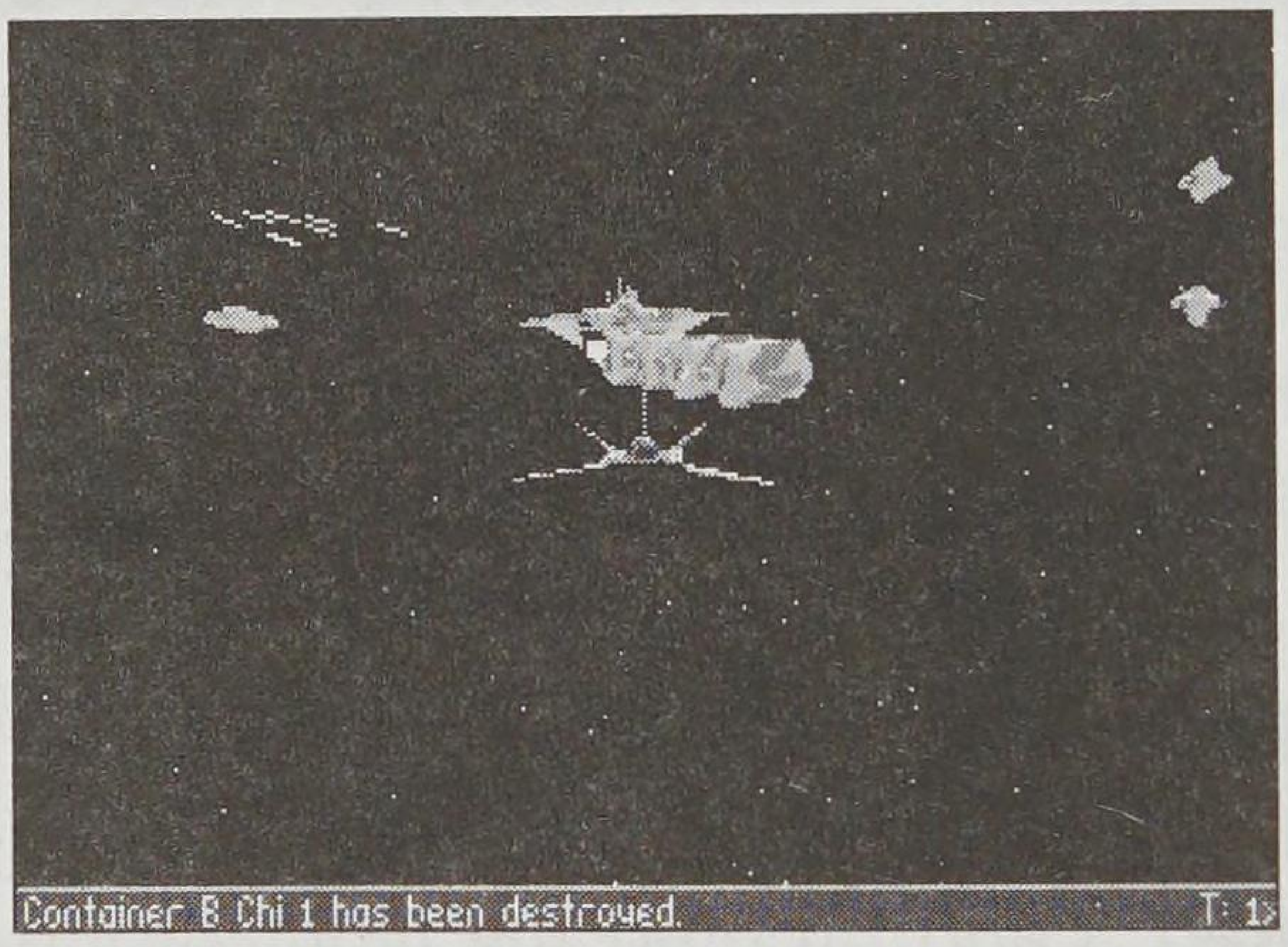
I sent my flight group after *Red 2*, but didn't join them. I headed for the containers to fly an inspection


T: 1>

Heading for the containers.


Container E Xi 3 has been destroyed. T: 1>

Container *E Xi 3* is gone.


Container B Chi 1 has been destroyed. T: 1>

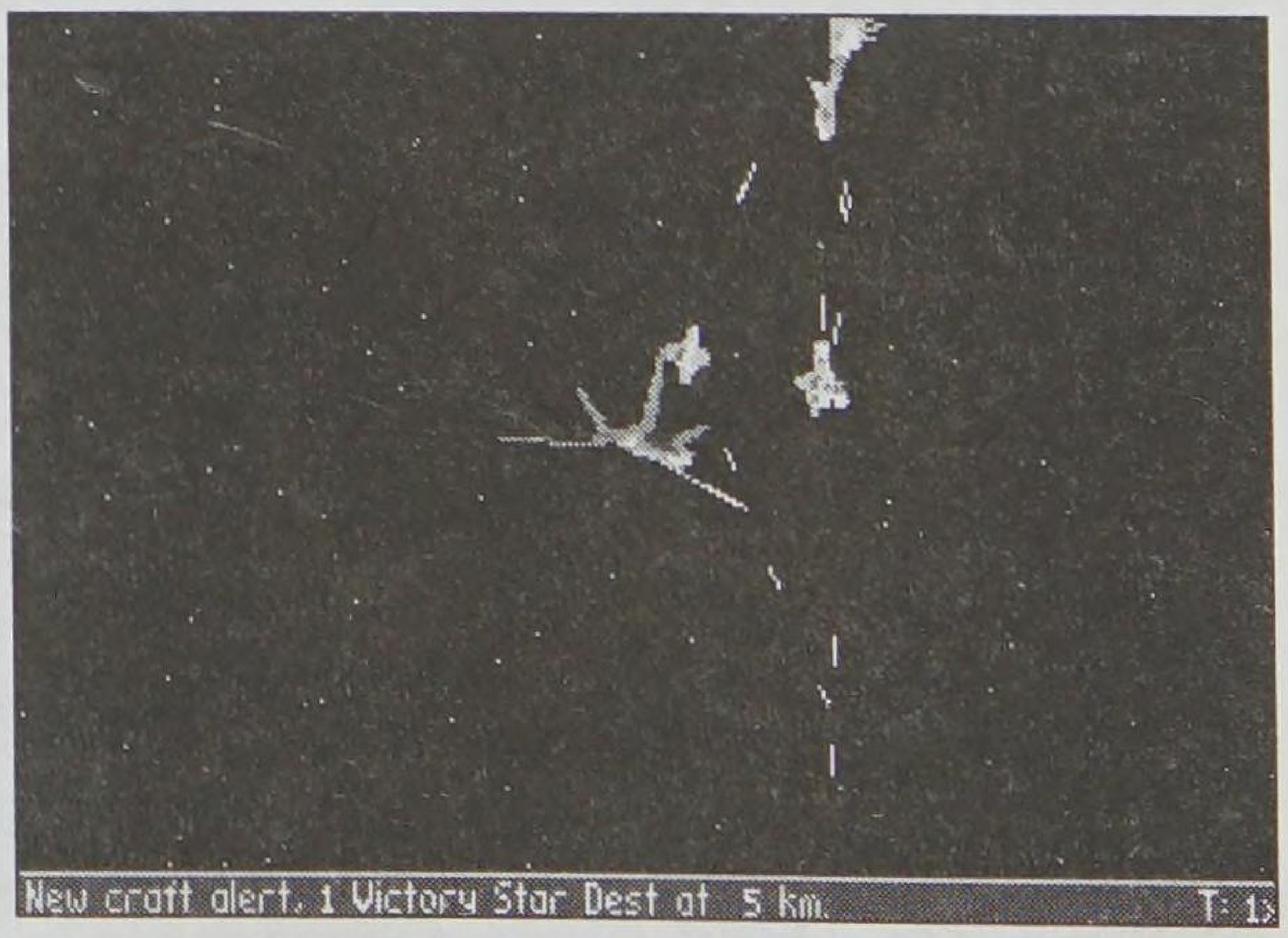
Taking out the containers.

pass, one hand on the target selection key so I could pick the next container as soon as I passed one. I watched my shield strength, though, because the platform's gunners were aiming for me.

As I neared Psi group, I set my shield recharge rates lower to gain some speed and make myself less of a target. I also figured I'd take a few shots at the containers as I flew by — not enough to destroy them, though. That came later. The containers in Psi group contained grain. I next inspected Chi group, which carried ground vehicles. Then came Pi with liquid gas, and finally Xi group with water. I flew by the platform to get an inspection pass on it as well.

I thought it might be a good idea to take care of any remaing fighters, so I turned and took out the Z-95s of Wolf group with the help of my flight group. Then we all attacked the containers.

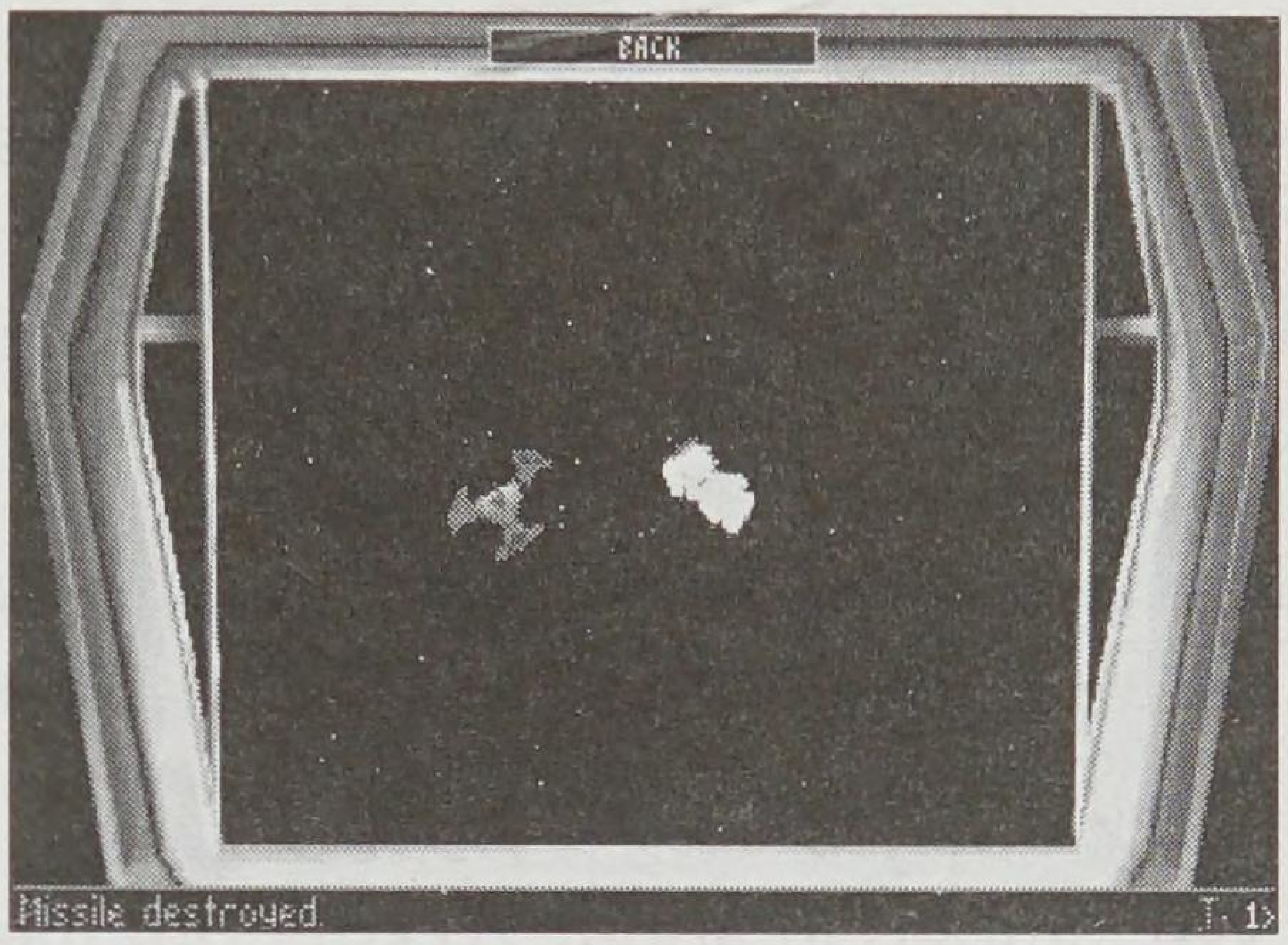
One little trick I learned was to keep the containers between me and the platform as I took my firing runs. That way, I was shielded from the platform's return fire, which


New craft alert. 1 Victory Star Dest at 5 km. T: 1>

The *Protector* arrives.

actually hit the container and did some of my work for me!

Then the *Protector* arrived. So, the Secret Order was right about Harkov showing up. I knew my orders were not to engage his forces, but even after sending my flight group home, I stuck around — just long enough to watch his TIE Advanced start shooting missiles at me. Then I jumped out of there!



Missile destroyed.

Destruction in our wake.

Debriefing

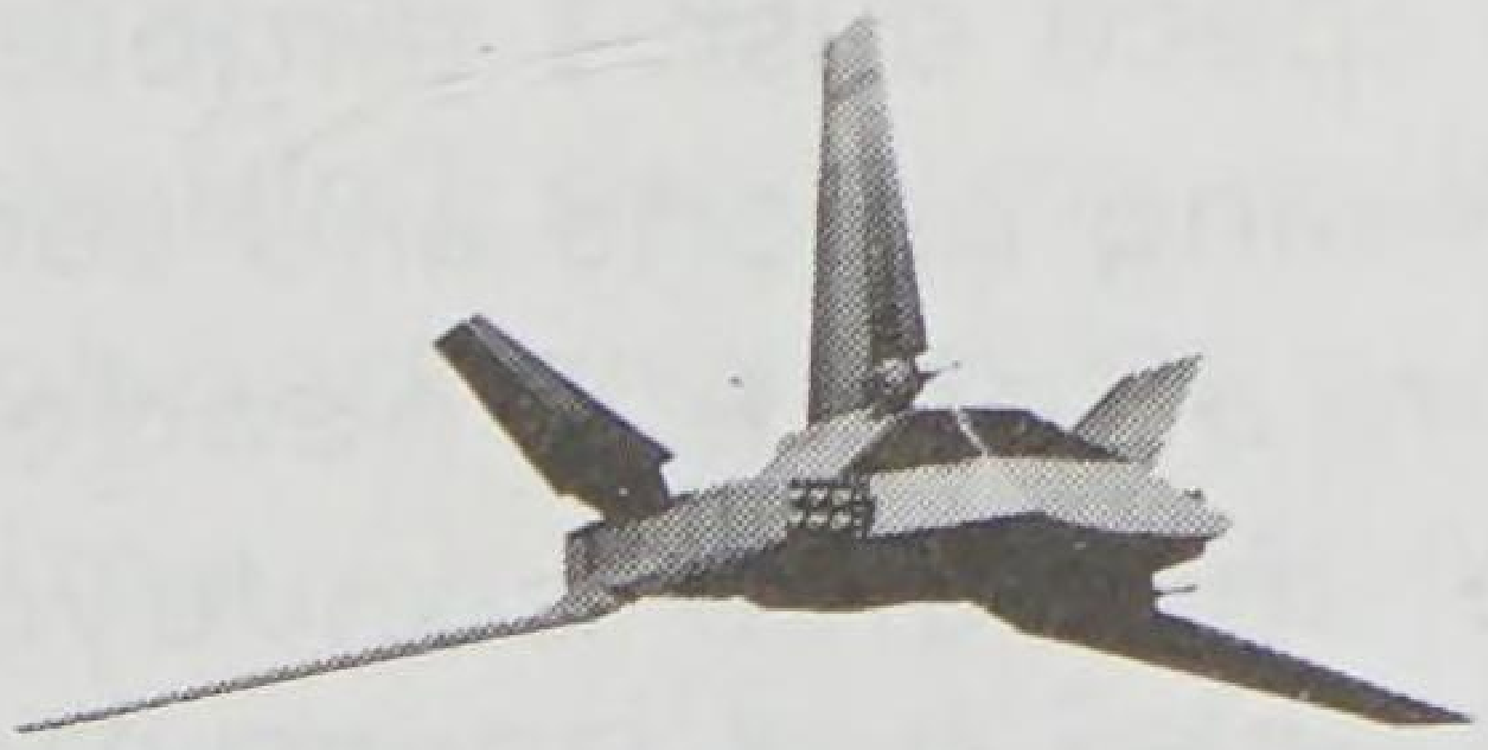
Primary Goals: Destroy all of CON groups B, Pi, Xi, and Psi.
VSD *Protector* must arrive.

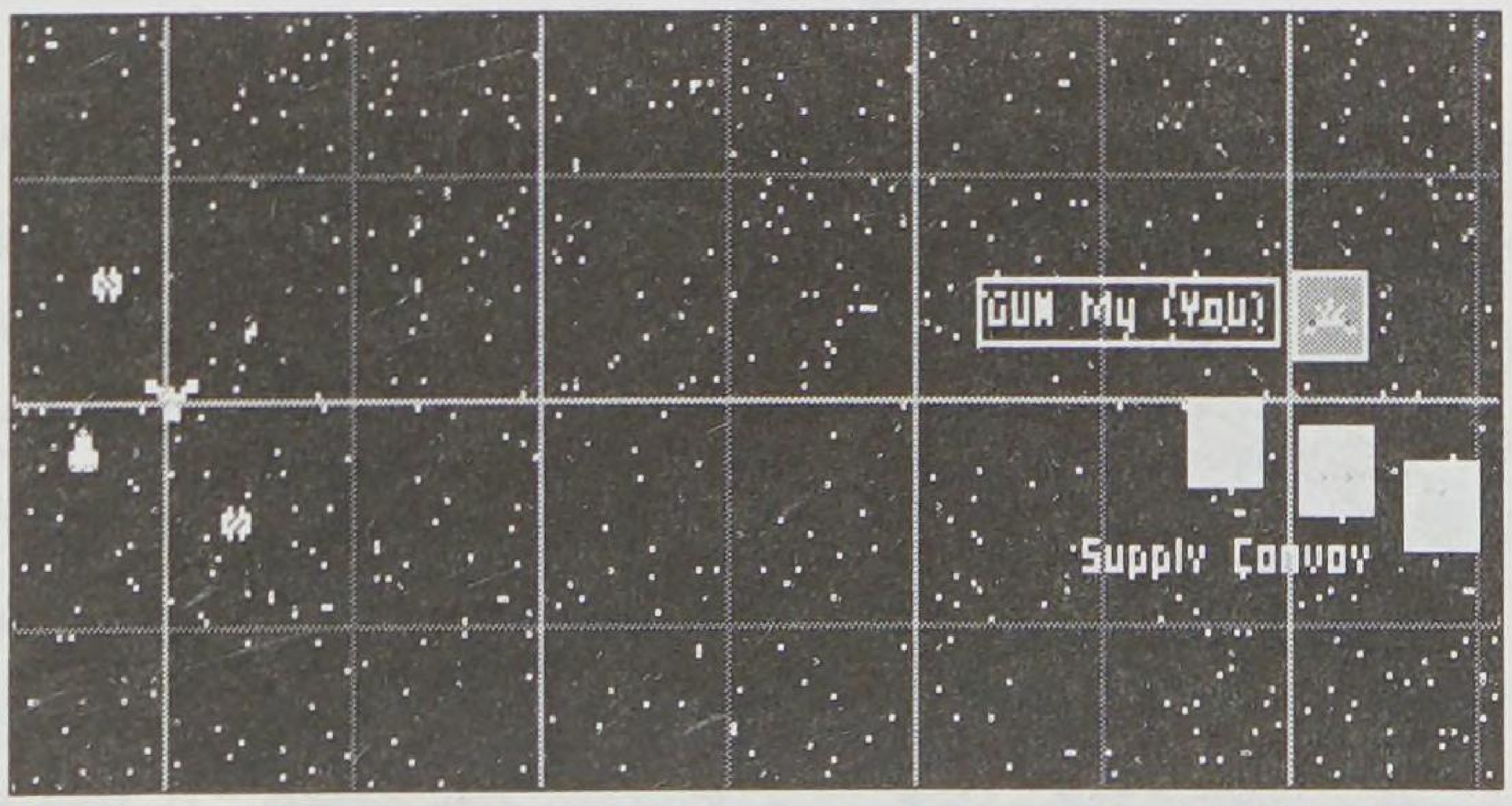
Secondary Goals: Inspect at least one of CON groups B, Pi, Xi, and Psi.
Inspect PLT DS 5.

Bonus Goals: Destroy B-W *Red 1*, *2*, and *3* for 250 pts each.
Destroy all of Z-95 group Wolf for 100 pts.
Destroy Z-95 *Wolf 3* for 50 pts.

Events were moving fast now. They had inspected Harkov's supply base, and now they were ready to go after it in force. Maarek was not on the duty roster to go out again, but he insisted; he wasn't going to miss any opportunity to get Harkov. He was back in the cockpit within the hour.

MISSION THREE: CONVOY ATTACK





Mission Briefing

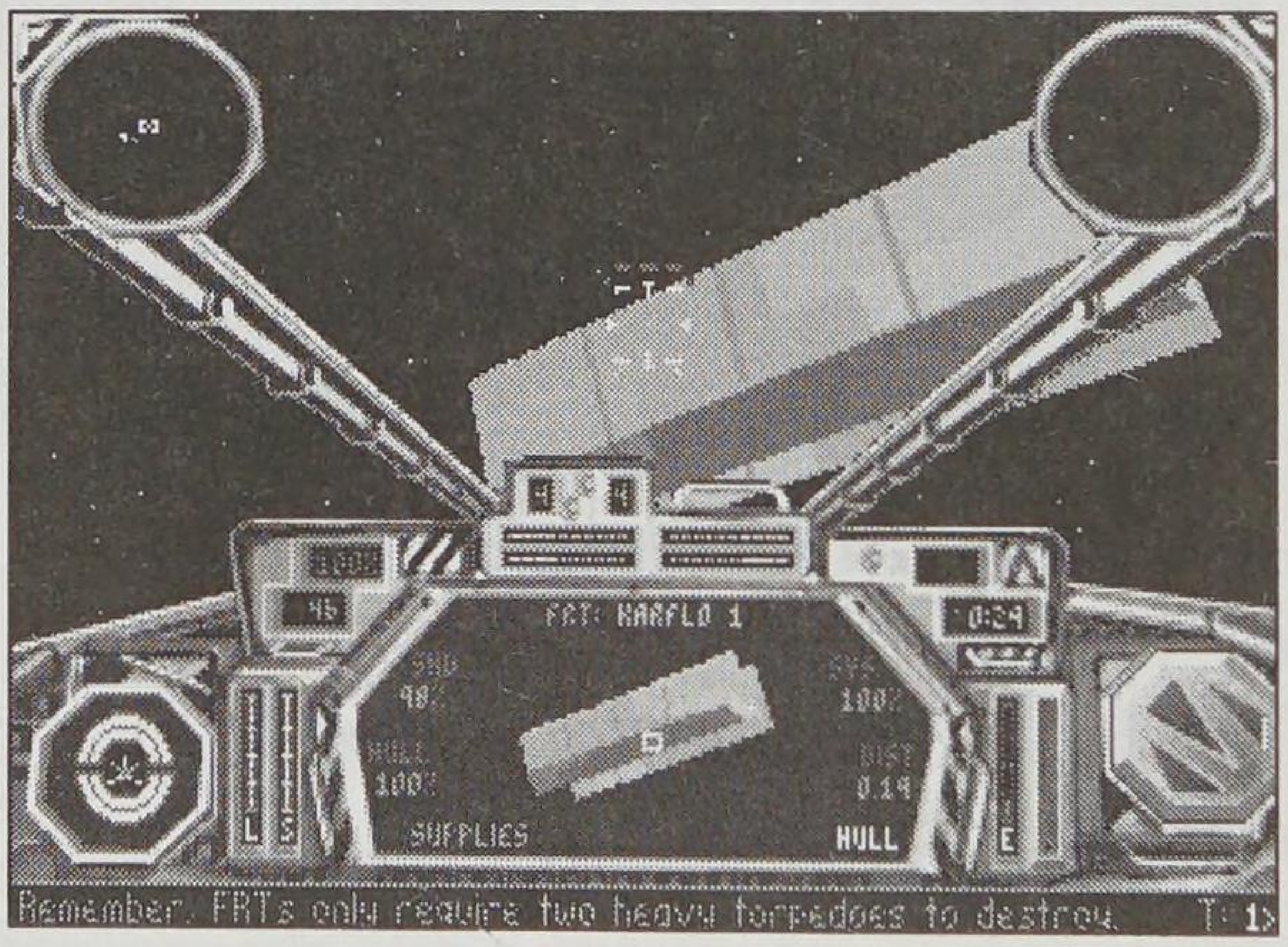
We've located Harkov's flagship. It is awaiting supplies. You will fly as wingman in a four-ship group of Assault Gunboats, equipped with heavy rocket launchers carrying eight rockets each. Your mission is to follow orders and make sure that the convoy never reaches Harkov's forces. Look out for attacks from Harkov's contingent of TIE Advanced starfighters. They are a long distance away, but will quickly come to the aid of the convoy.

Secret Order

We require more information. We want to know the contents of the cargo headed for Harkov's fleet. Inspect the ships before they are destroyed.

Stele's After-Action Report

We jumped in about 20 km from the platform. Checking the map, I noticed some T/As between 25 and 35 km away, the *Protector* in orbit around the platform. The situation seemed safe for the moment, so I proceeded with my mission start and watched Harkov's convoy arrive. I flew quickly to inspect the first of the freighters, *Karflo 1*, then turned and destroyed him quickly with my cannons. I decided to save my rockets for other targets.

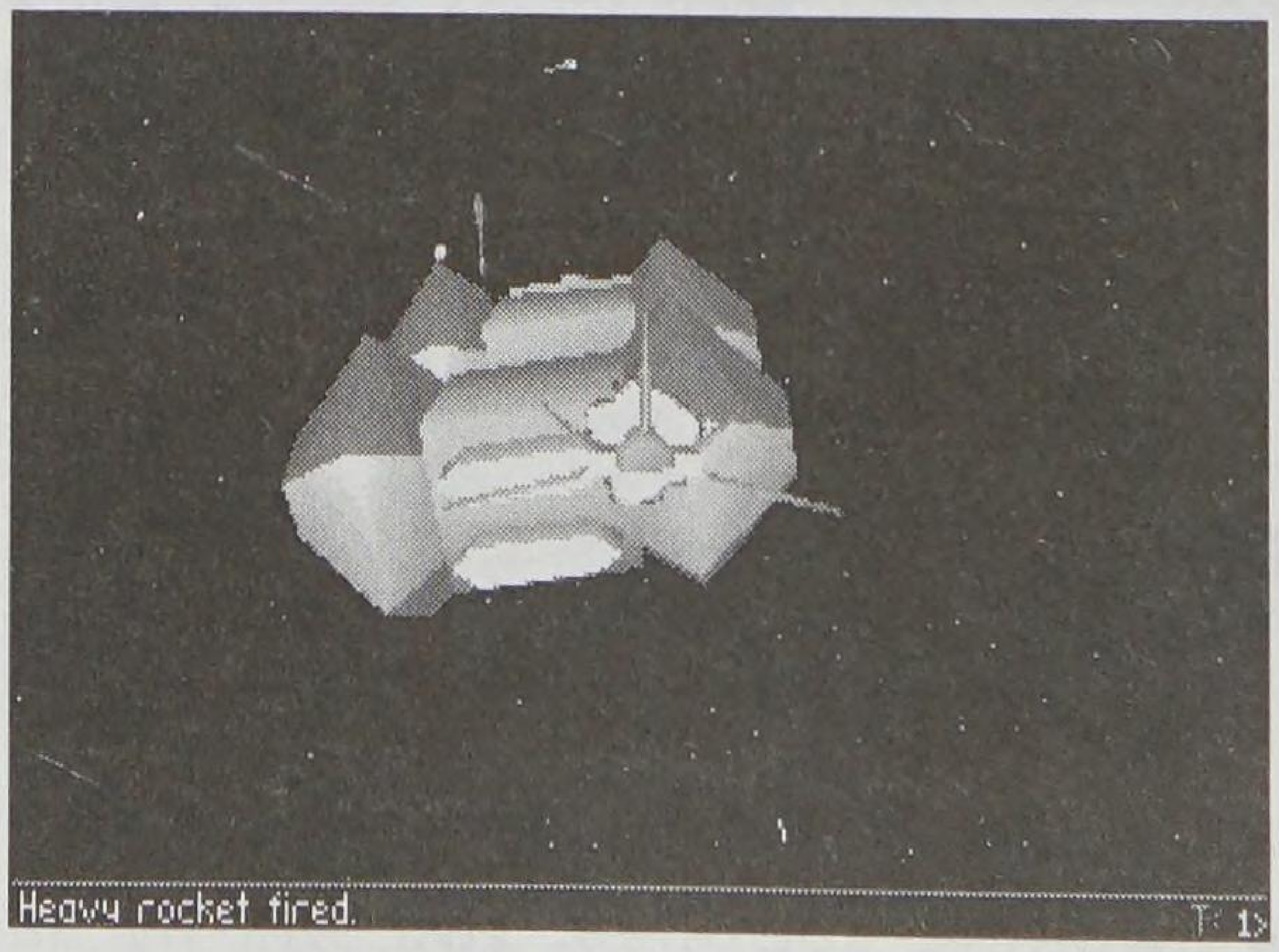


Remember. FRTs only require two heavy torpedoes to destroy. T: 1>

Inspecting *Karflo 1.*

Modular Conveyor SoroSuub 1 has been inspected. T: 1>

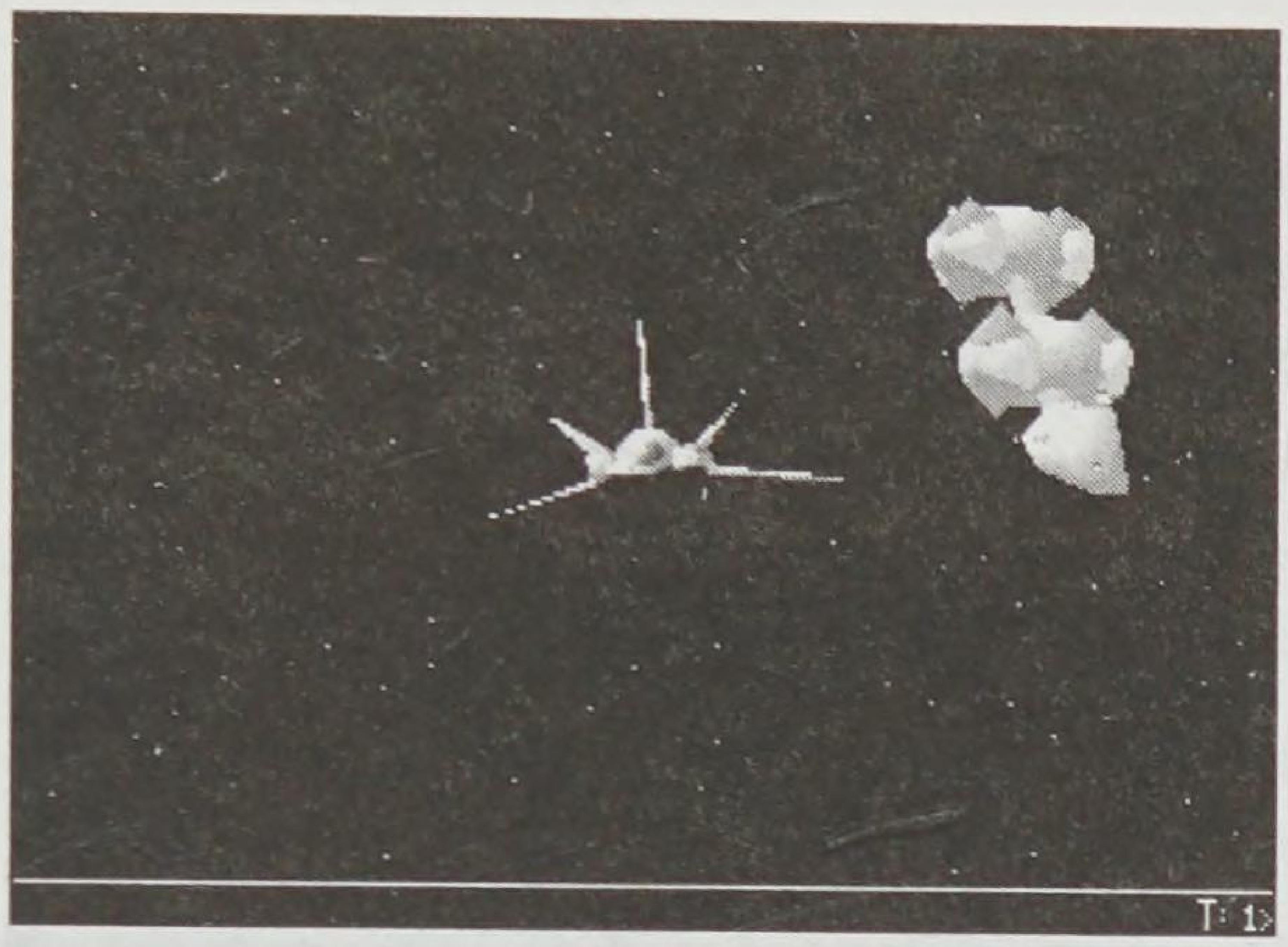
Inspecting *Sorosuub 1.*



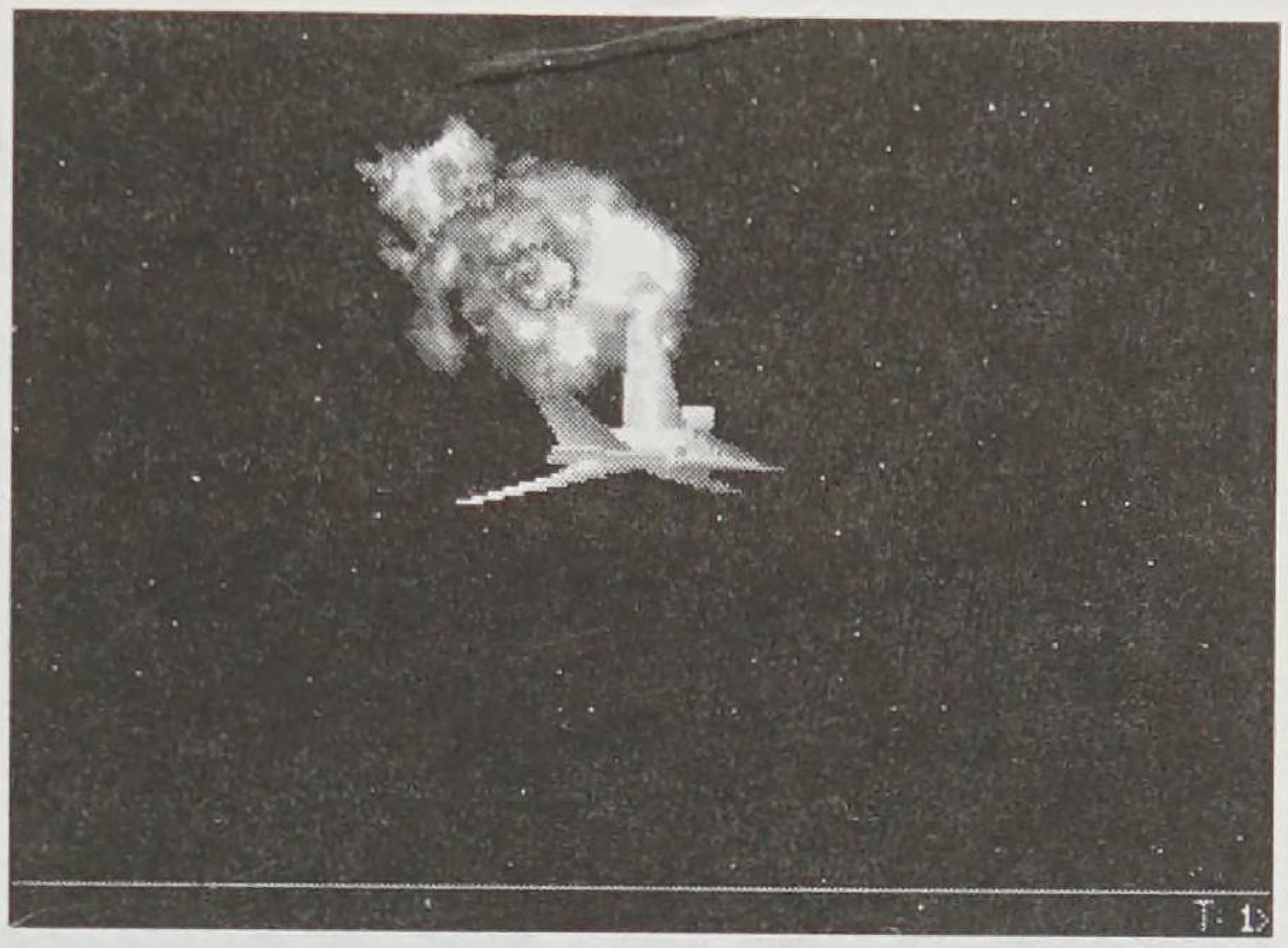
Heavy rocket fired. T: 1>

Firing at the *Sorosuub 1.*

By this time, my wingmen were all over *Karflo 2*, using rockets to destroy it, and shortly thereafter, *Karflo 3* was space dust. I targeted one of the A-wing escorts and sent my wingmen after it. I headed toward the modular conveyor *Sorosuub 1* and inspected it. Then I turned and blasted it with a single rocket, following with lasers. *Sorosuub 2* was carrying hydrozine.

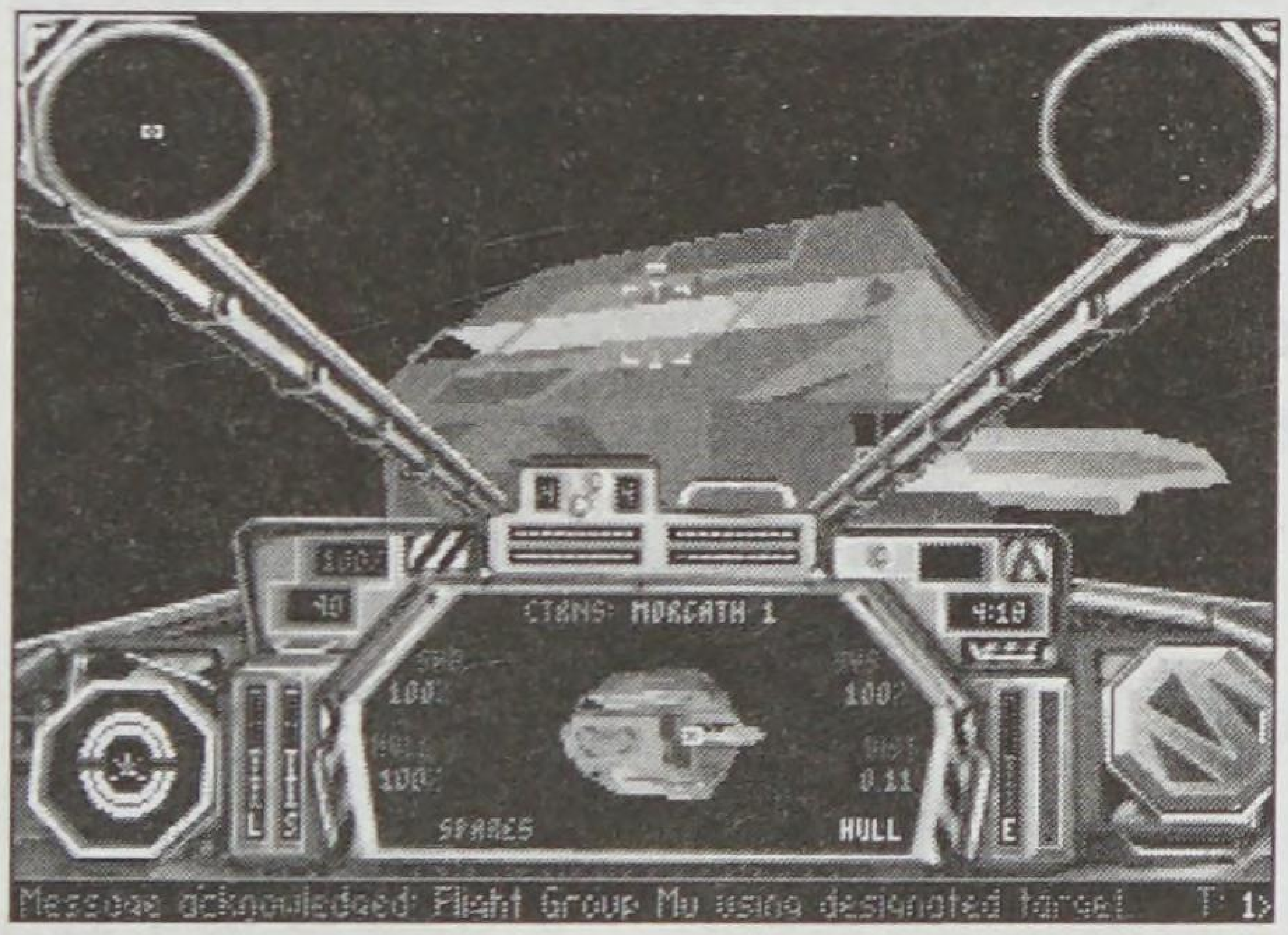


Heading for *Sorosuub 2.*



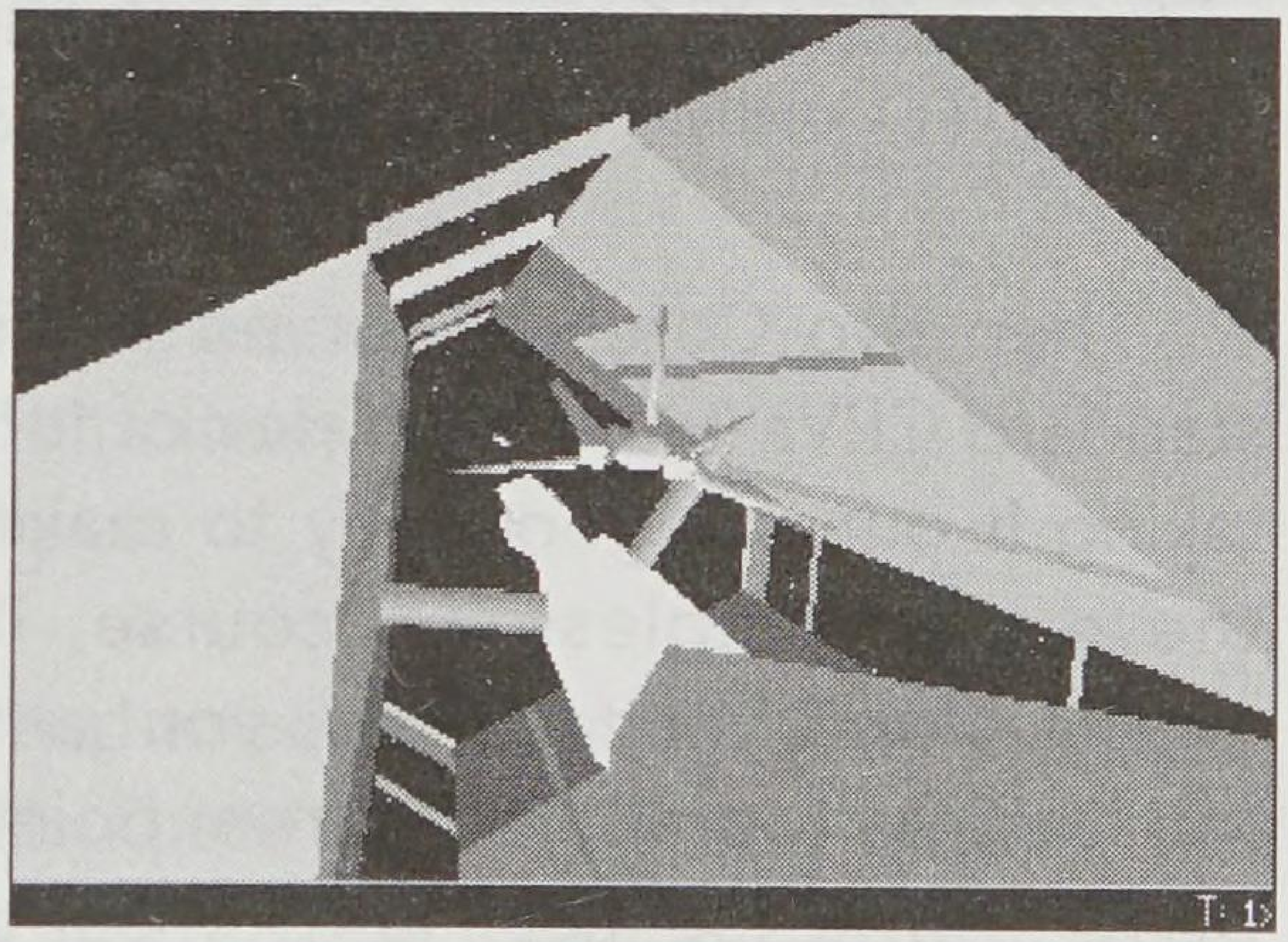
The end of *Sorosuub 2.*

After inspection, I destroyed it as well. I noticed when I checked the CMD that one of the A-W was heading for home. Too much heat for him, I supposed.



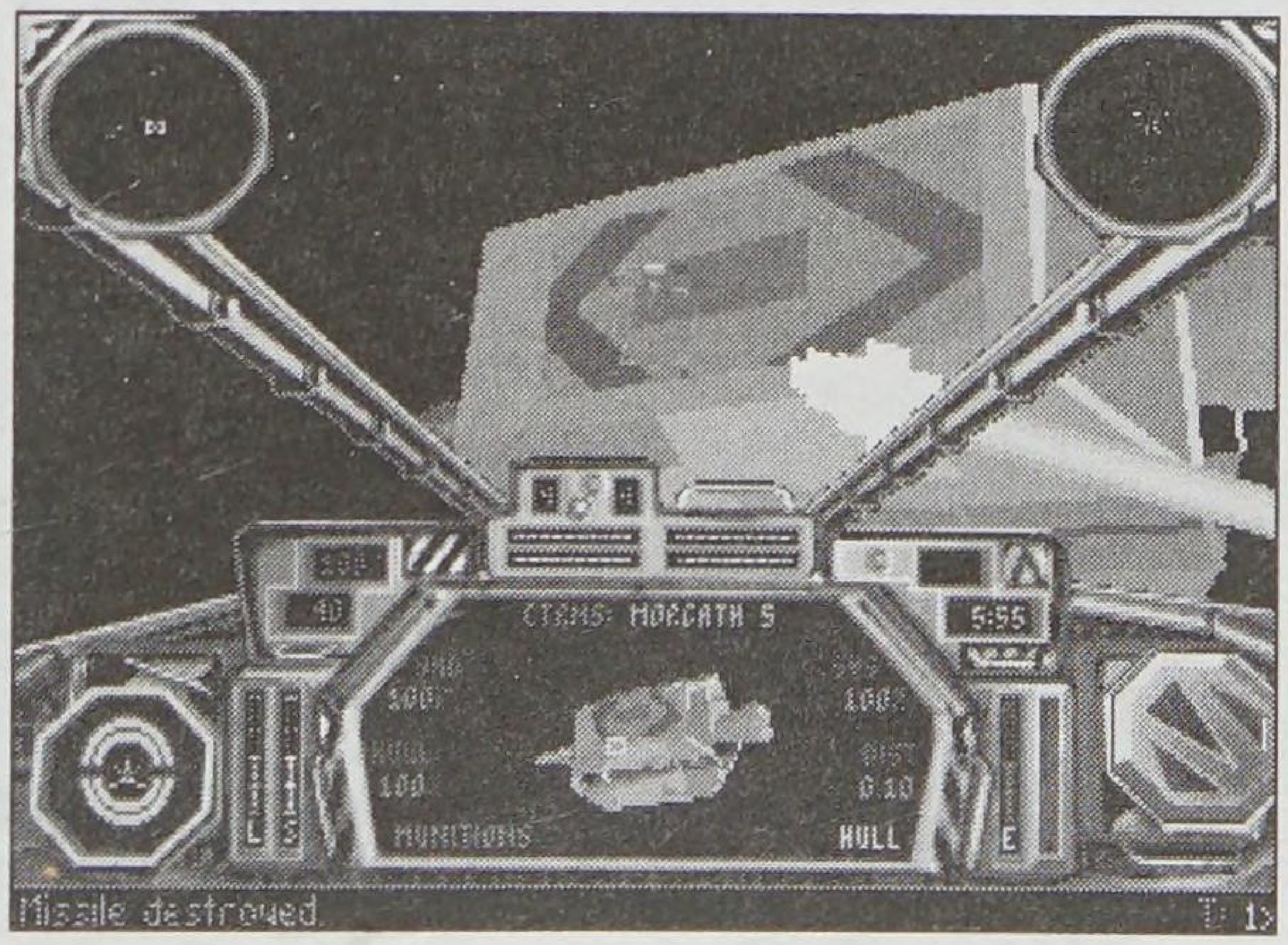
Message acknowledged: Flight Group Mu using designated target.

Inspecting *Morgath 1.*



Getting a good look at Morgath 5.

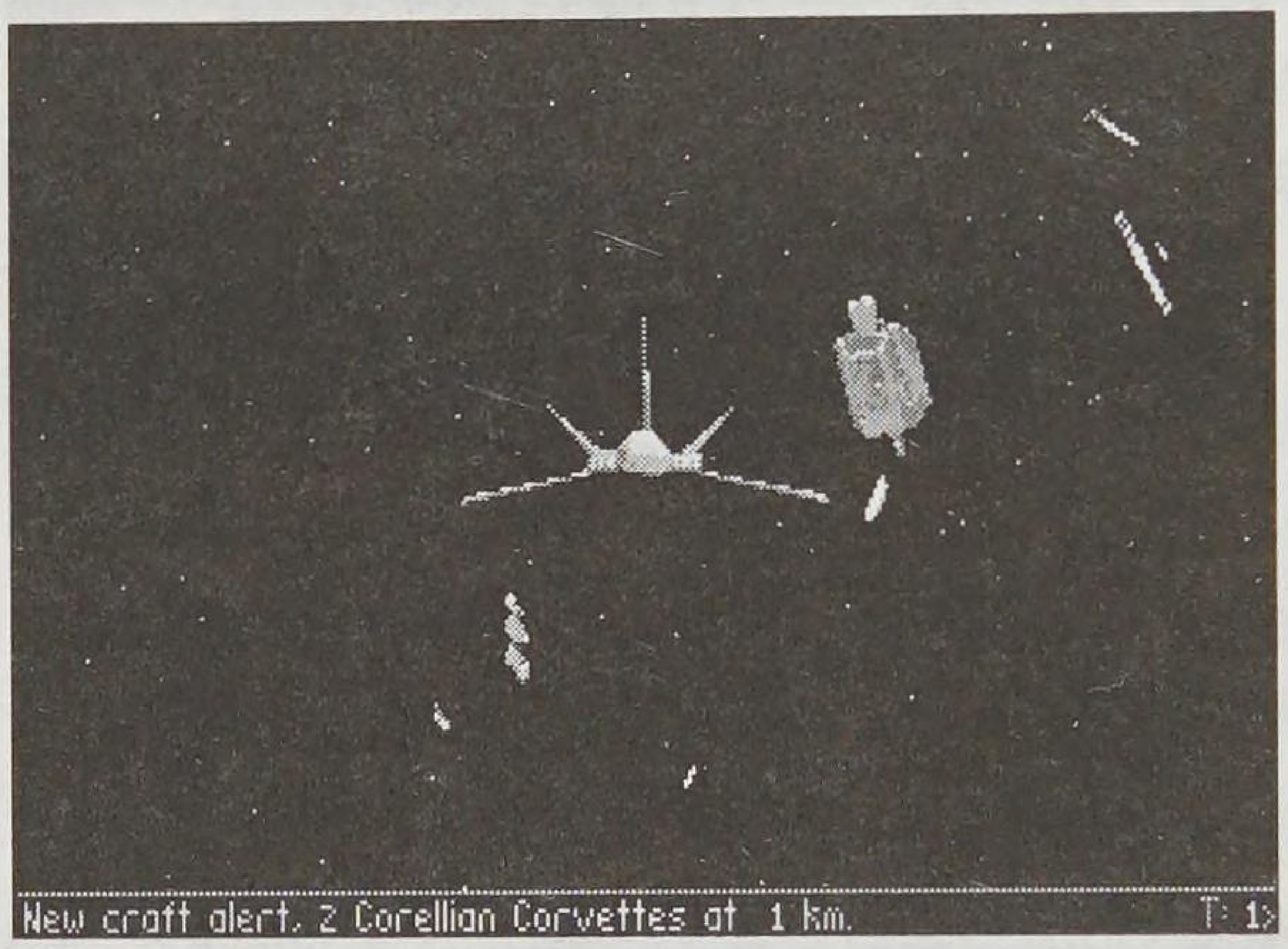
I checked for the nearest threat — A-W *Blue 3* — and sent my wingmen after it while I headed for the container transport *Morgath 1.* I flew to point blank range so it couldn't shoot my rocket down and lobbed one up its gut. About this time, I noticed that some TIE Advanced had joined the party. I checked my shield condition and made sure everything was balanced, then I checked what my wingmen



Missile destroyed.

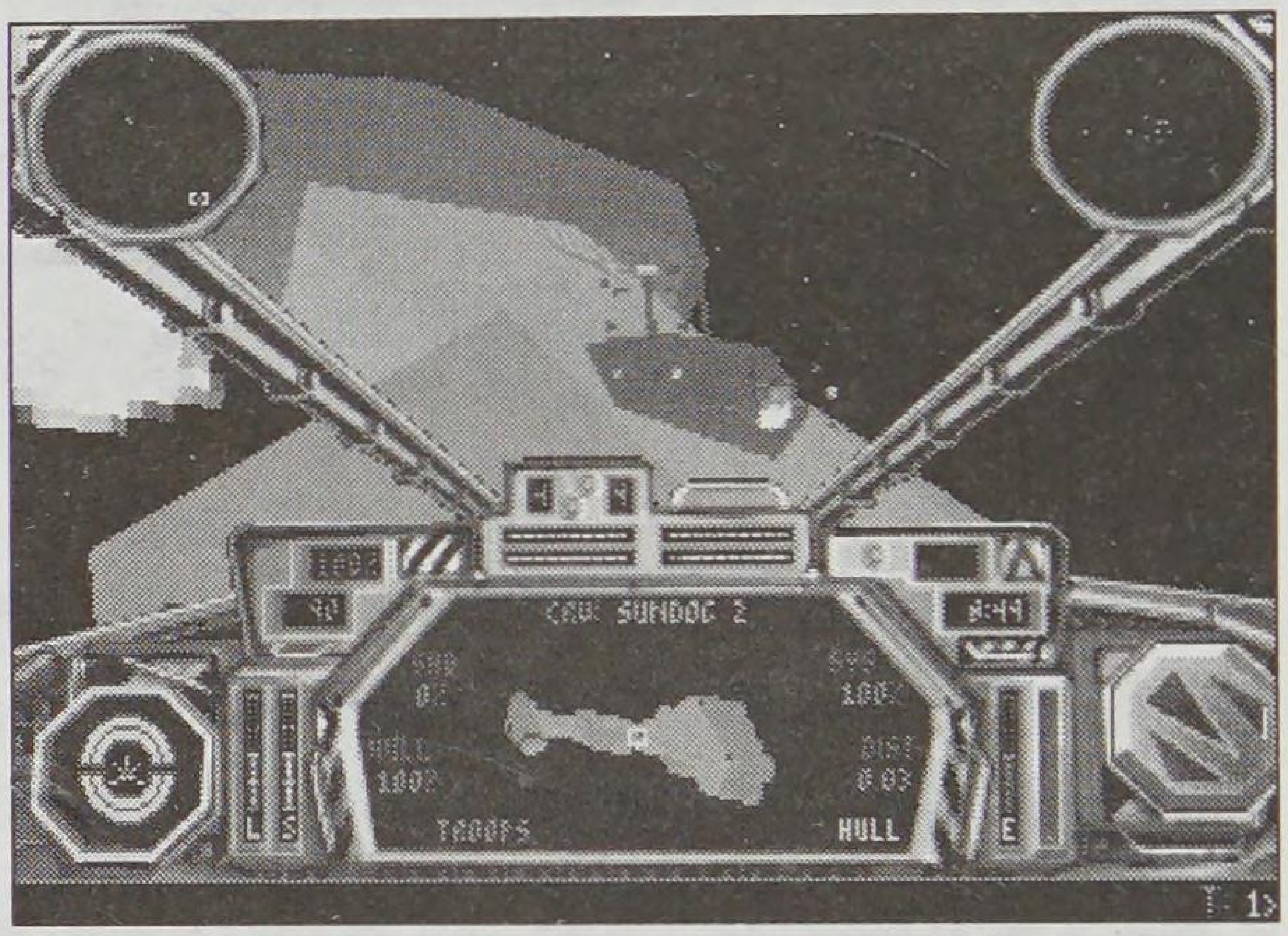
Morgath 5 is carrying munitions.

were up to. *Morgath 5* arrived carrying munitions. After inspection, I gave it a point-blank rocket. (I later was told that some pilots feel blasting these craft from behind, in the engines, doesn't do as much damage. I attacked from the side, and had no trouble destroying the container transport with one rocket.)



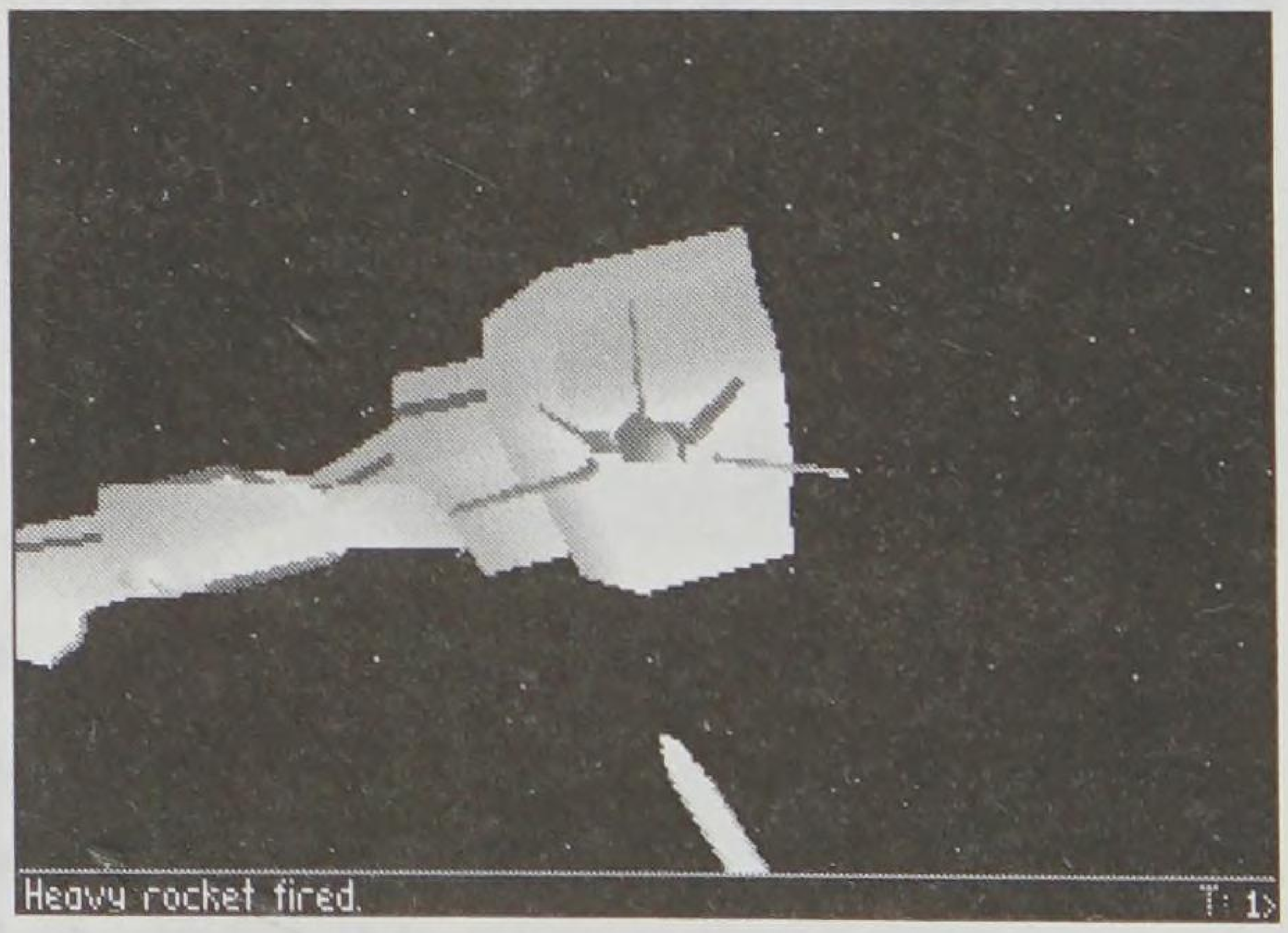
New craft alert. 2 Corellian Corvettes at 1 km.

The Corellian CRVs arrive.



Inspecting *Sundog 2.*

Then two Corellian corvettes arrived — *Sundog 1* and *2*. These were standard CRVs with only a pair of turrets. Targeting a turret on one side and taking it out is a good way to make these craft helpless. Of course, if you've saved your rockets, you just lob them in two at a time from point blank range (so their anti-missile defenses don't get them). That makes short work of a CRV. Without rockets, you'd fire cannons until their shields went out, then use ion cannons to disable them quickly. Once they were helpless, you could finish them off whenever you wanted. Anyway, I was in a bit of a hurry; the TIE Advanced were launching missiles, so I didn't have a lot of time to spare.



Heavy rocket fired.

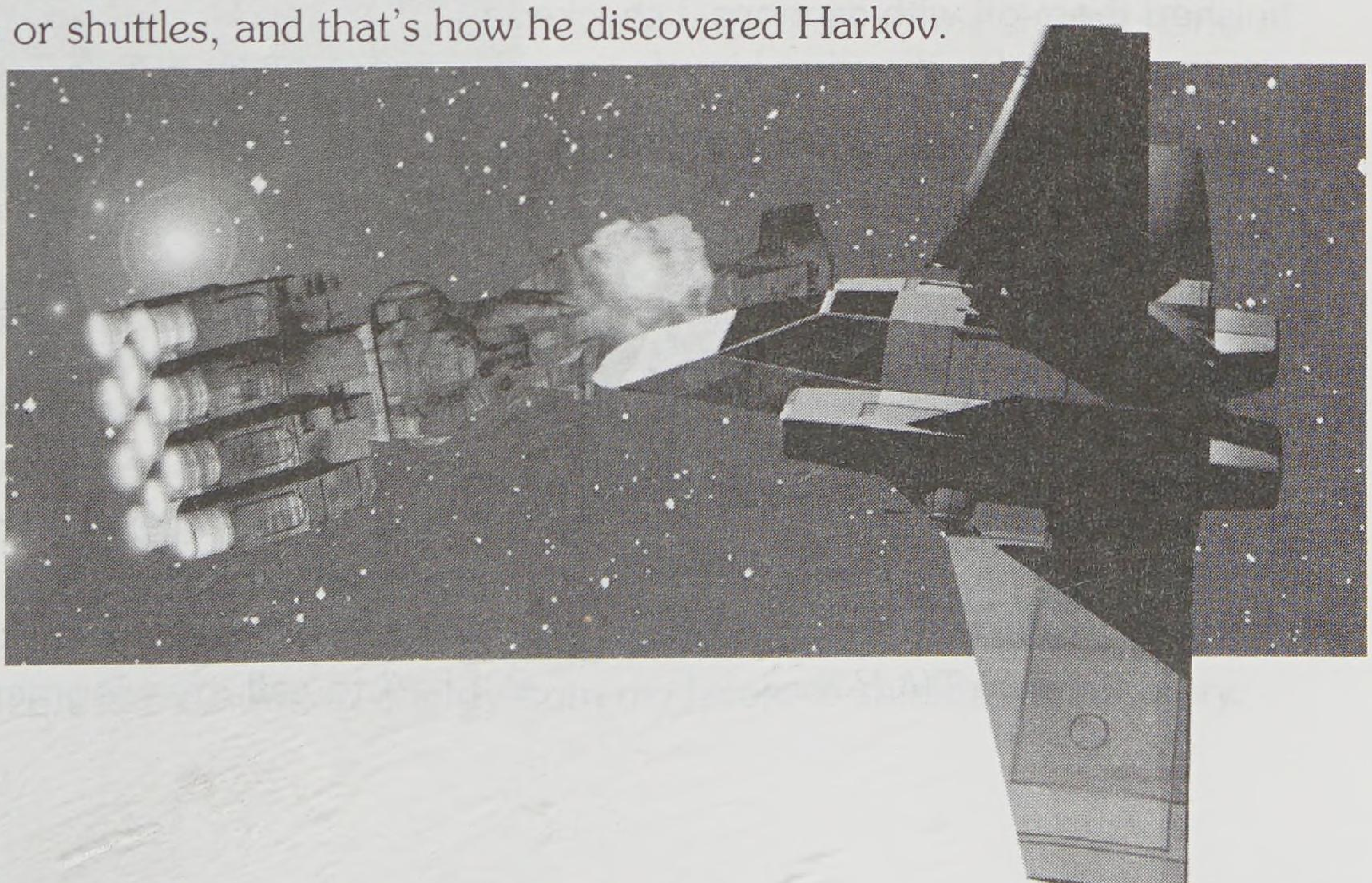
Firing on the CRVs.

After finishing off *Sundog 1* and *2*, I thought about dogfighting Harkov's T/As. I put all my shield energy to engines and put my lasers on dual fire. The Gunboat wasn't designed to dogfight an Avenger, though, so I took a few on and when the action got too intense, I jumped out of the system and back to home base.

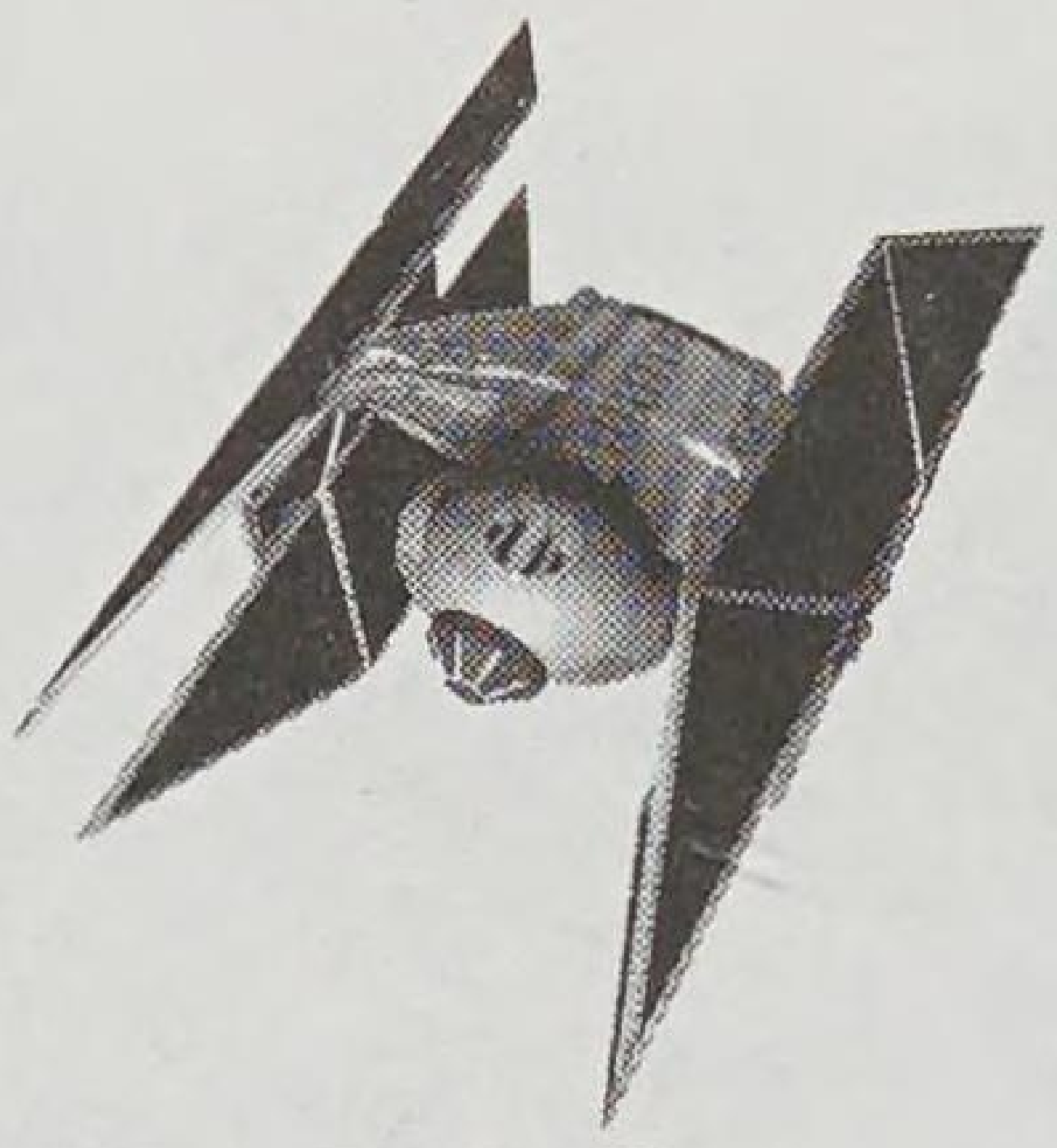
Debriefing

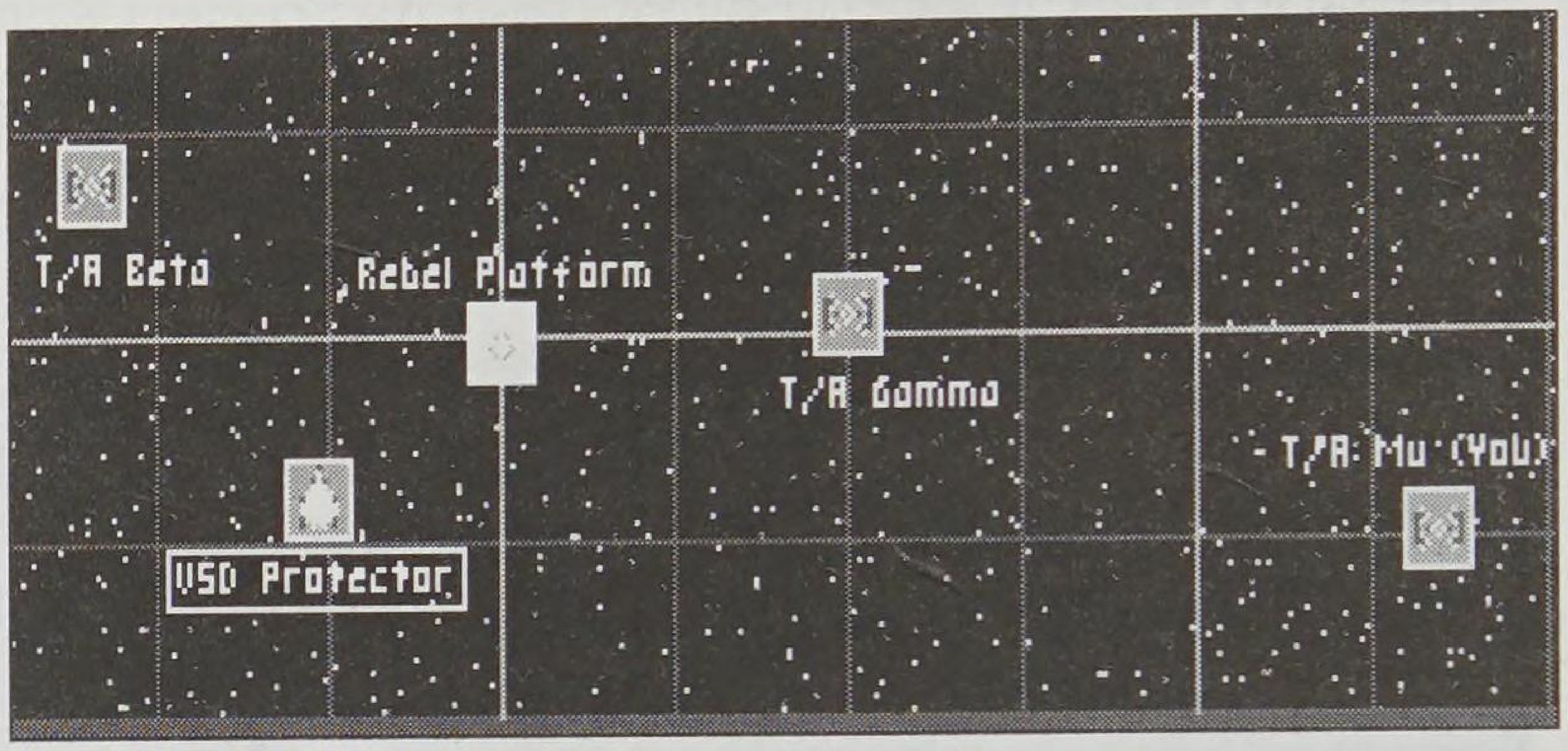
Primary Goals: Destroy all of freighter group Karflo.
  Destroy all of modular conveyor group Sorosuub.
  Destroy container transport *Morgath 1*.
  Destroy container transport *Morgath 5*.
  Destroy all of CRV group Sundog.
Secondary Goals: Inspect at least one of freighter group Karflo.
  Inspect at least one of modular conveyor group Sorsuub.
  Inspect container transport *Morgath 1*.
  Inspect container transport *Morgath 5*.
  Inspect at least one of CRV group Sundog.
Bonus Goals: Inspect at least one of CON group Pi for 100 pts.
  VSD *Protector* must be attacked for 500 pts.
  Destroy heavy lifter *AAA Tow* for 500 pts.
  Destroy heavy lifter *A1 Tow* for 500 pts.
  Destroy at least one of T/A H-Alpha for 500 pts.
  Destroy at least one of T/A H-Beta for 500 pts.
  Destroy at least one of T/A H-Gamma for 500 pts.
  Destroy at least one of T/A H-Delta for 500 pts.
  Destroy all of A-W Blue for 500 pts.

The pace of operations against Harkov had to be unrelenting. They could not give him time to adjust, to plan, or to act. There was just time to witness the arrival of the first squadron of TIE Advanced fighters. Maarek volunteered to pilot one of them. As usual, the Order ordered him to inspect any unknown transports or shuttles, and that's how he discovered Harkov.



MISSION FOUR: TACTICAL SUPERIORITY





Mission Briefing

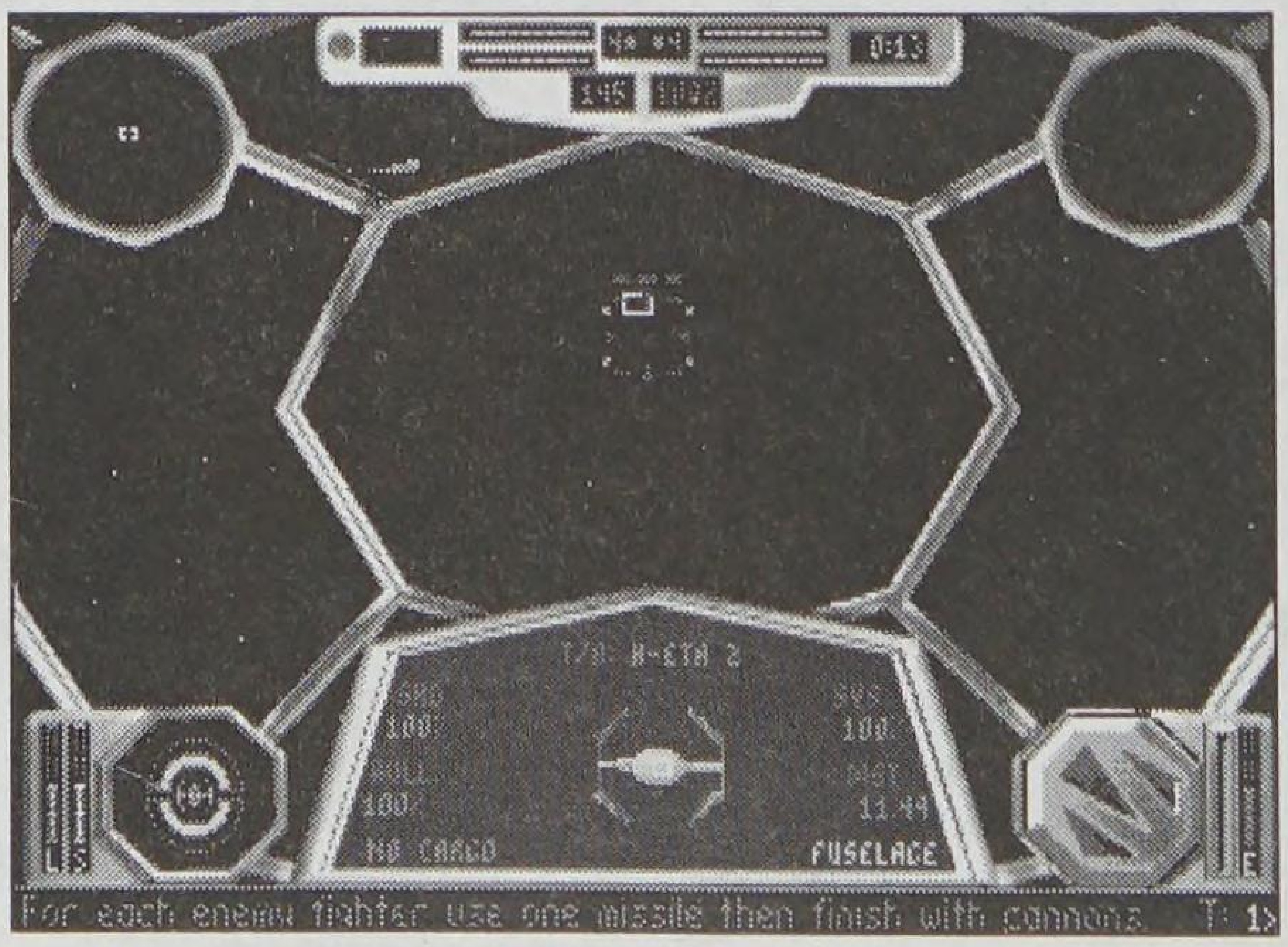
Harkov's supplies have been interdicted. Now is the time to keep pounding on his forces. You will fly in the wingman position in a special four-ship group of TIE Advanced fighters. You mission is to eliminate at least fifty percent of Harkov's T/A forces. You will take on his flight groups one at a time.

Secret Order

Inspect any Rebel transport of shuttle. We need to be sure Harkov does not evade us.

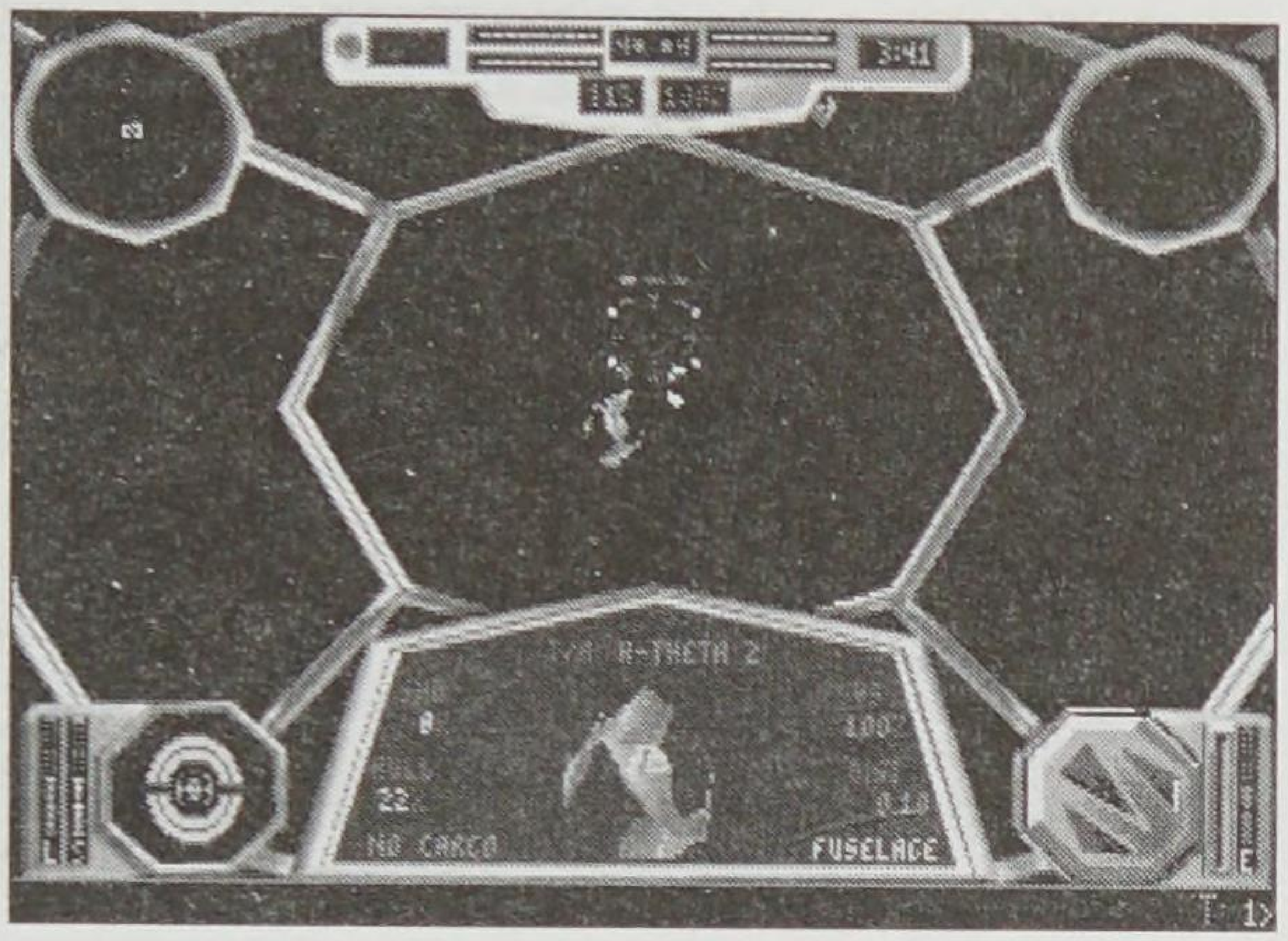
Stele's After-Action Report

Flying the TIE Advanced at last, I checked out my condition as I came out of hyperspace. At full throttle, I targeted a nearby attacker, *H-Beta 1*. Fired a missile at him and went after *H-Beta 2* with another. Then my group and I finished them off with cannons. I checked the map quickly. Found *H-Eta 1* and returned to flight, shooting him down with a missile and cannons. Back to the map, I zoomed out to see where the platform was. It was about 7 km away. A pair of cargo ferries were laying a minefield around it, and more T/As were on the way. I targeted *H-Delta 1*, then returned to flight, charged my shields from laser power, and prepared my missiles. I shot him with one, then finished him off with cannons. Did the same with *H-Delta 2*. I had to call my wingmen to cover

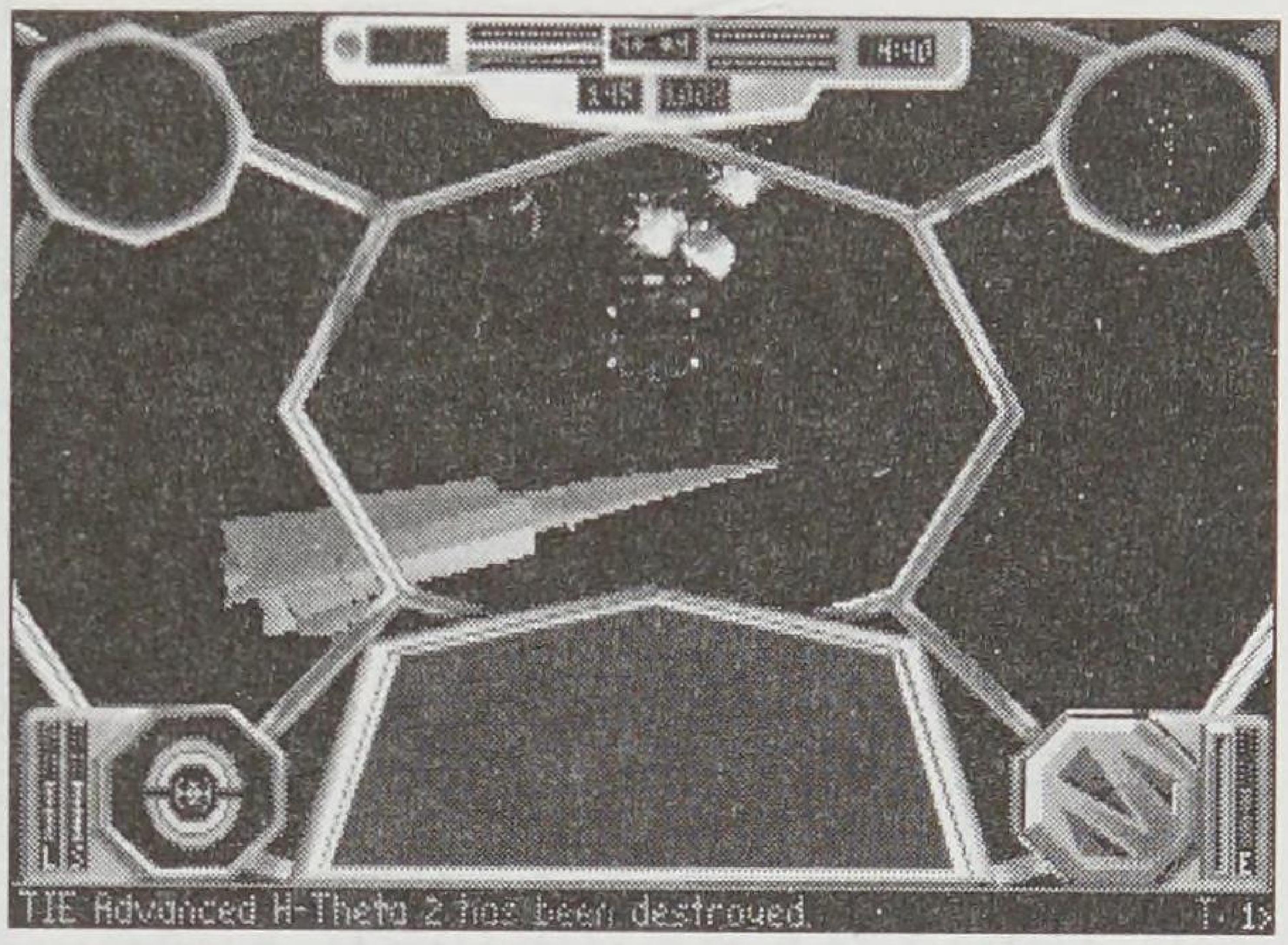


For each enemy fighter use one missile then finish with cannons

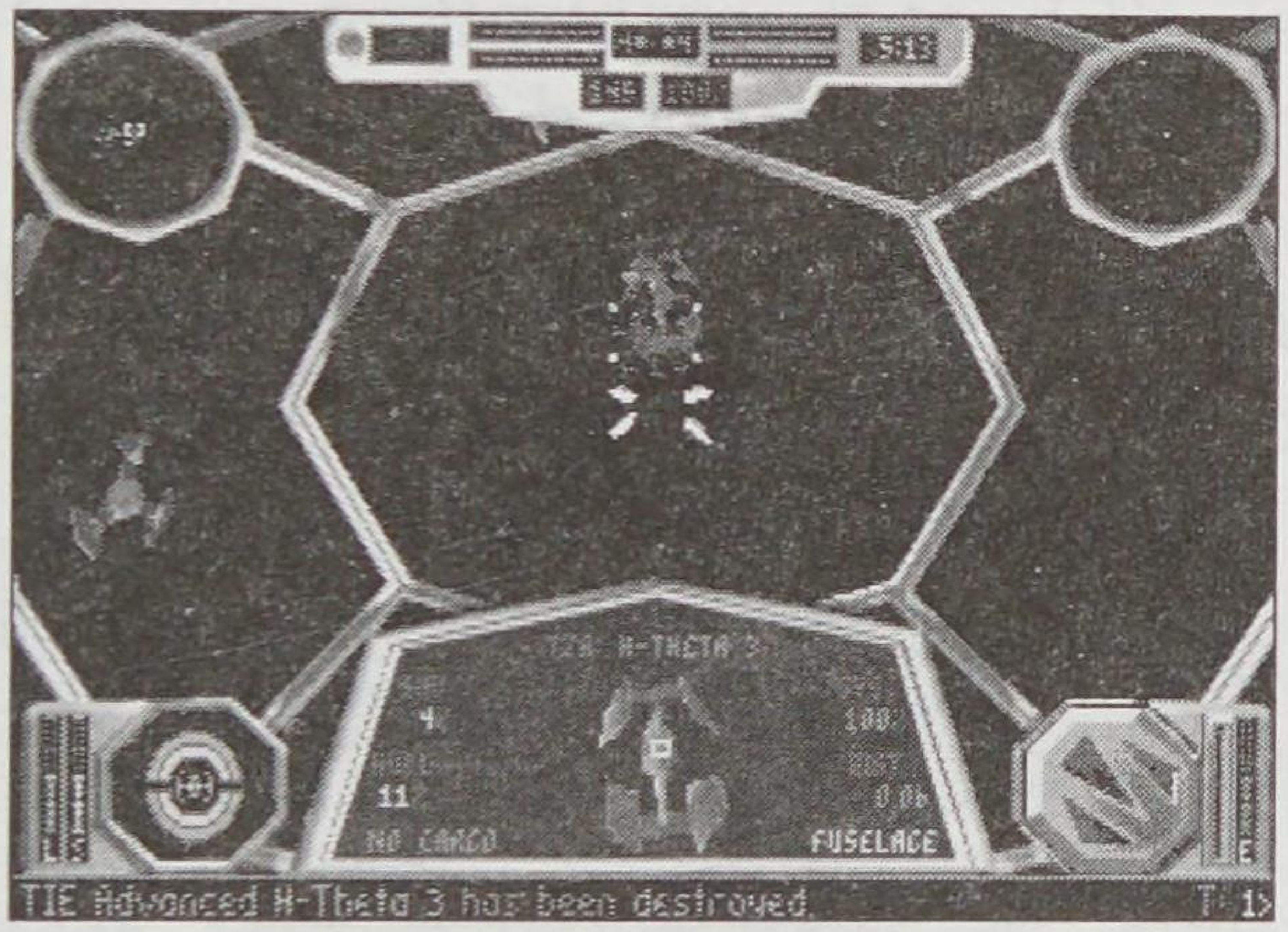
Targeting T/A *H-Eta 2*.



Chasing down T/A *H-Theta 2.*

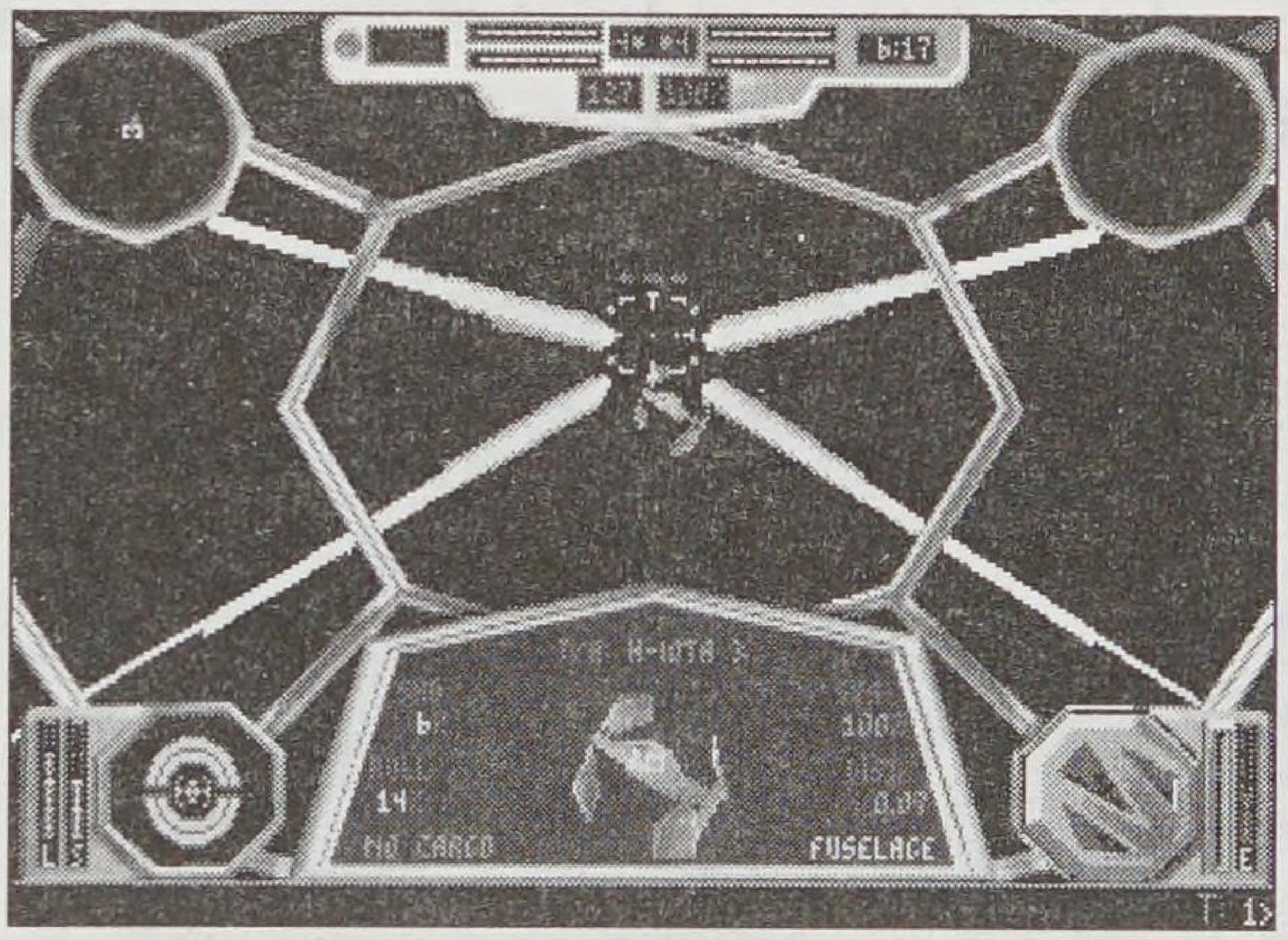

TIE Advanced H-Theta 2 has been destroyed.

T/A *H-Theta 2* is destroyed.

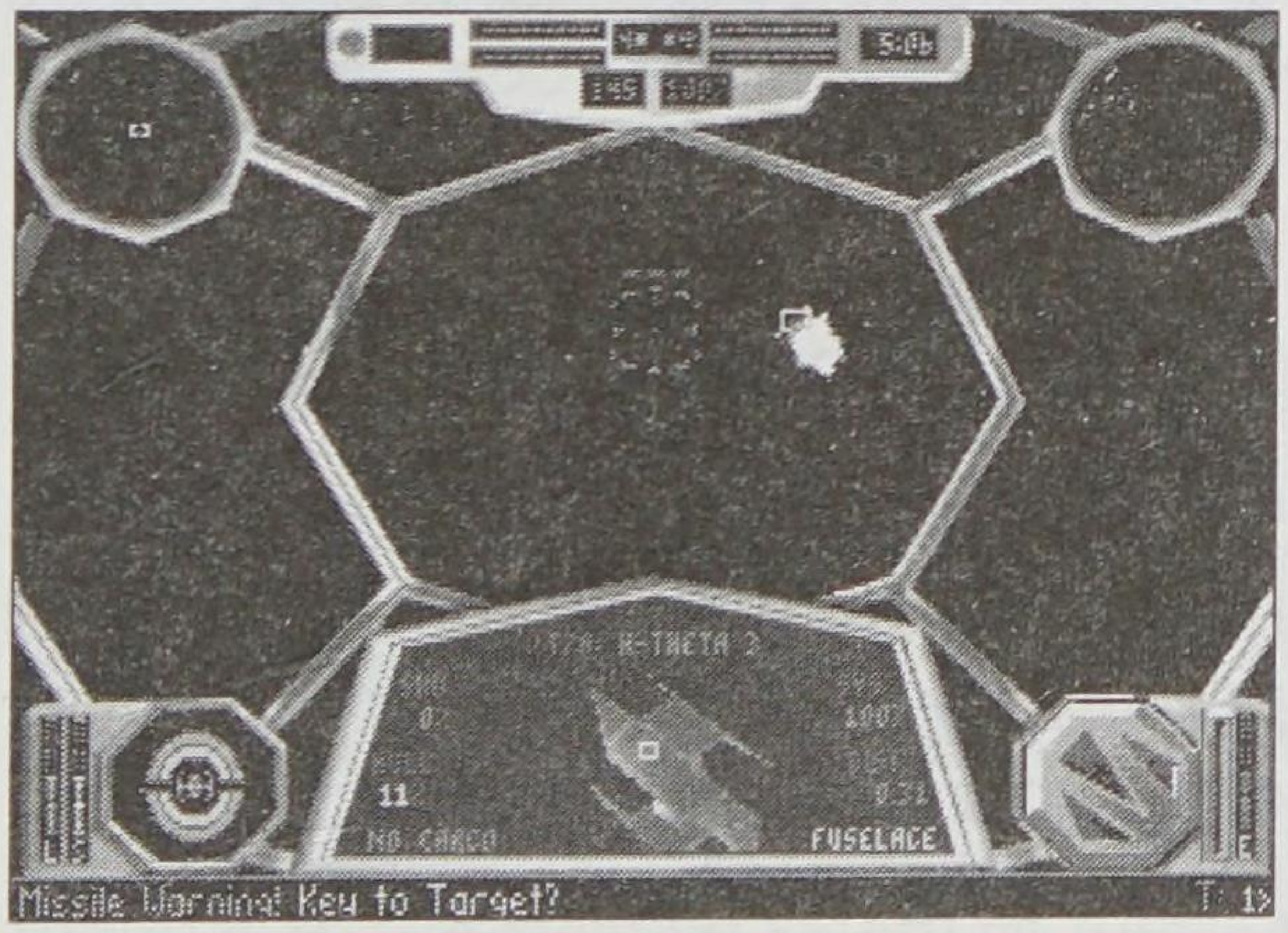


TIE Advanced H-Theta 3 has been destroyed.

Another T/A destroyed.



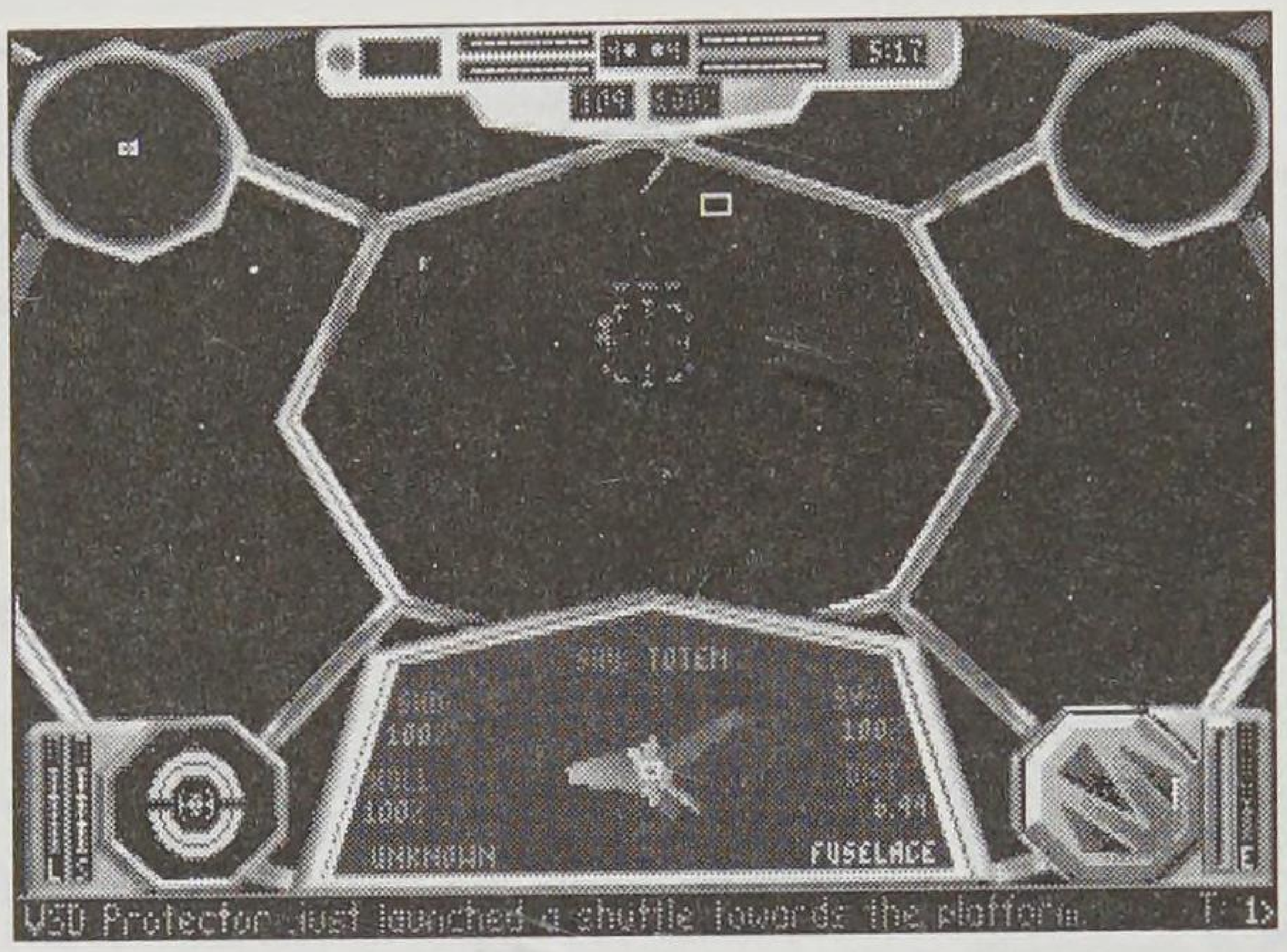
More T/As keep coming!



Missile Warning! Key to Target?

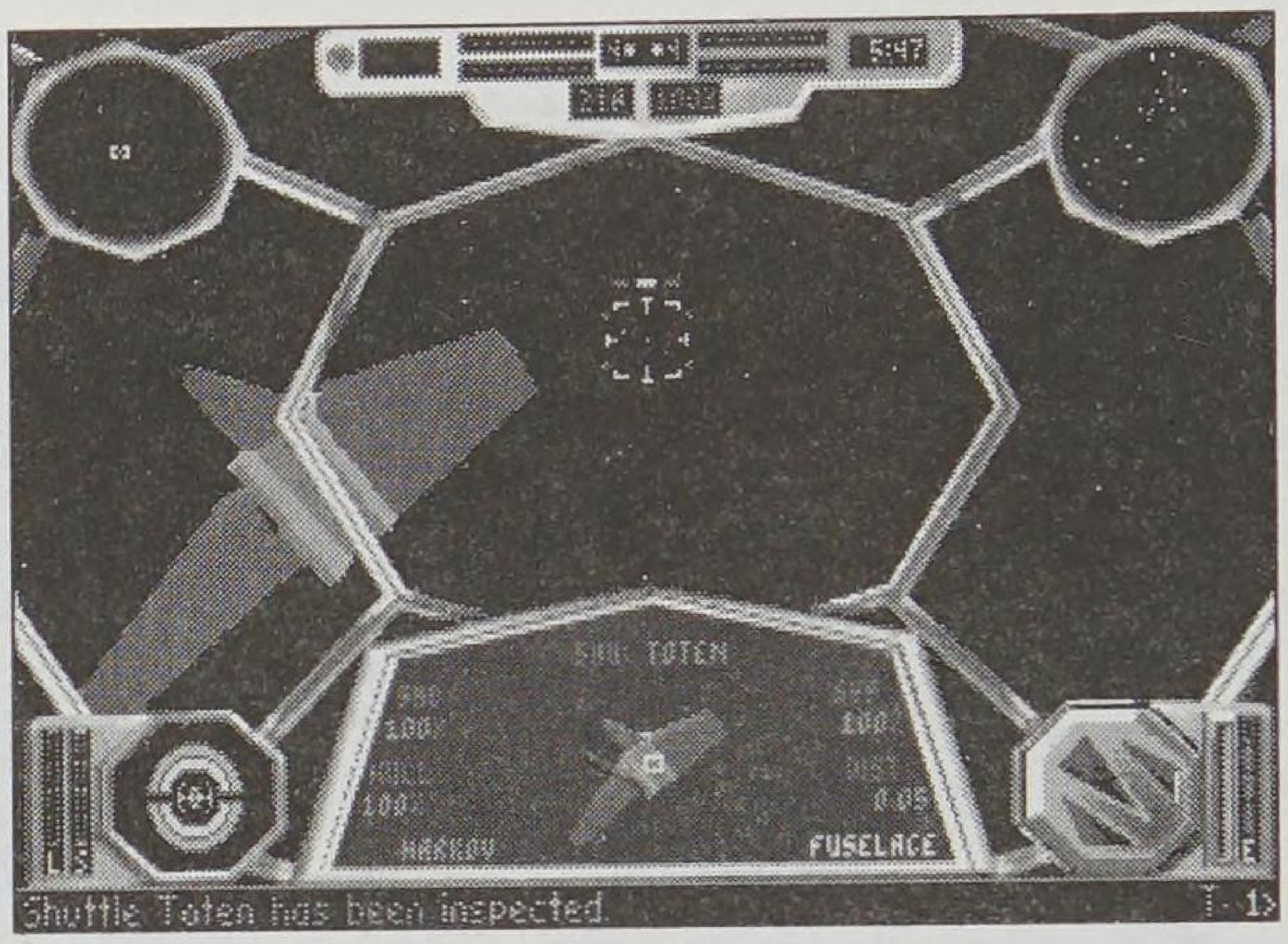
Someone's shooting missiles at you.

me (Shift-C) once, but I was able to take care of both H-Deltas. I took a missile hit, though, and had to pay some attention to my shields. One of my wingmen went down, but I was getting into missile range of H-Theta; I took care of him with a missile and cannons. My wingmen were getting shot up, but were still hanging in there. I looked on the map for a target at the right distance. *H-Theta 4* looked about right. I shot him with a missile and finished with cannons. I kept watching my wingmen. If one of them was under attack, I'd find the attacker and order the others to join me in going after him. I had my laser recharge at full and the shields at normal maintenance. I kept shunting energy from my lasers to shields as necessary.


SHU TOTEN
UNKNOWN
FUSELAGE

VSD Protector just launched a shuttle towards the platform.

The Toten is launched.

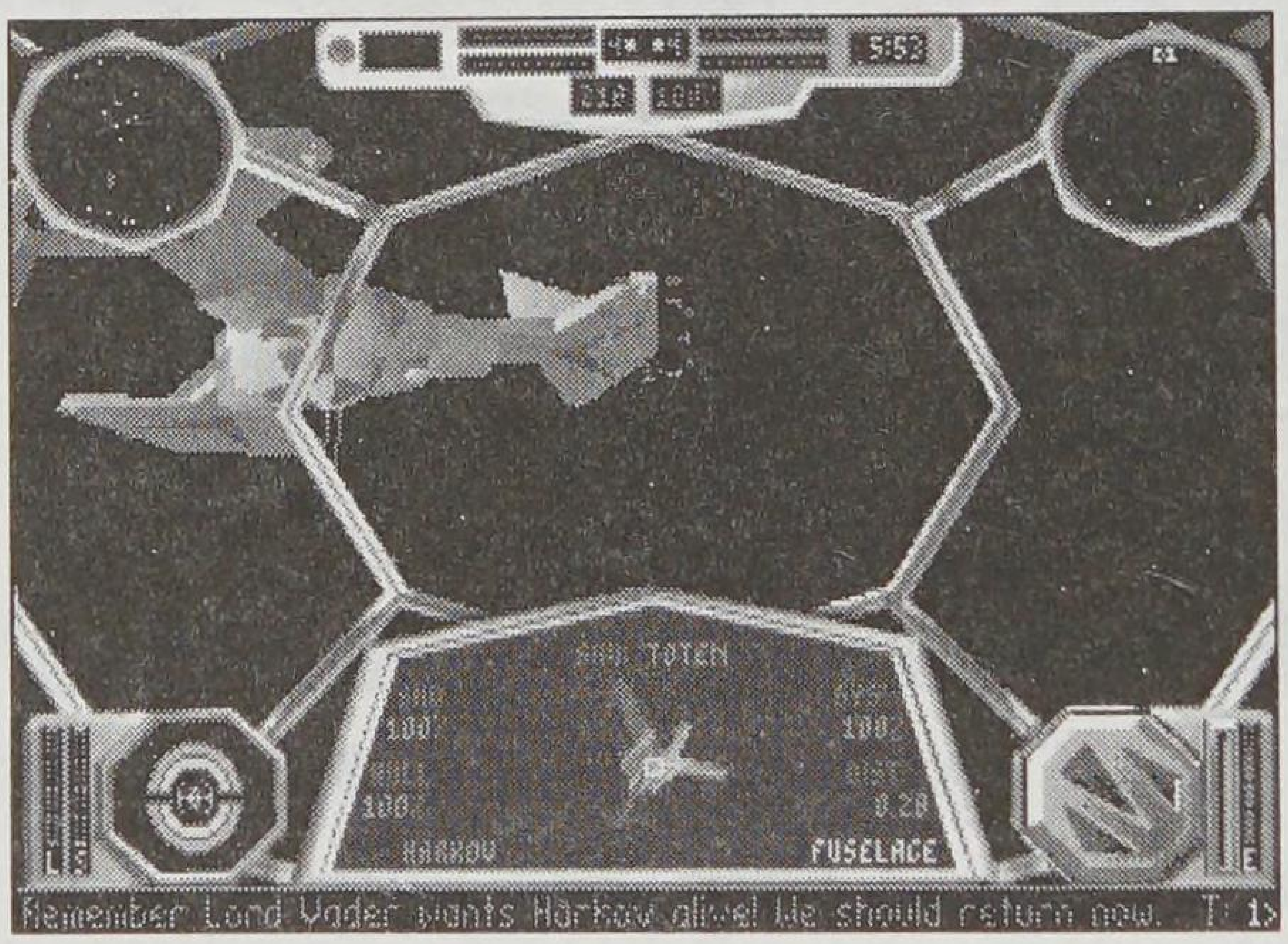

SHU TOTEN
HARKOV
FUSELAGE

Shuttle Toten has been inspected.

Inspecting the Toten. Harkov!

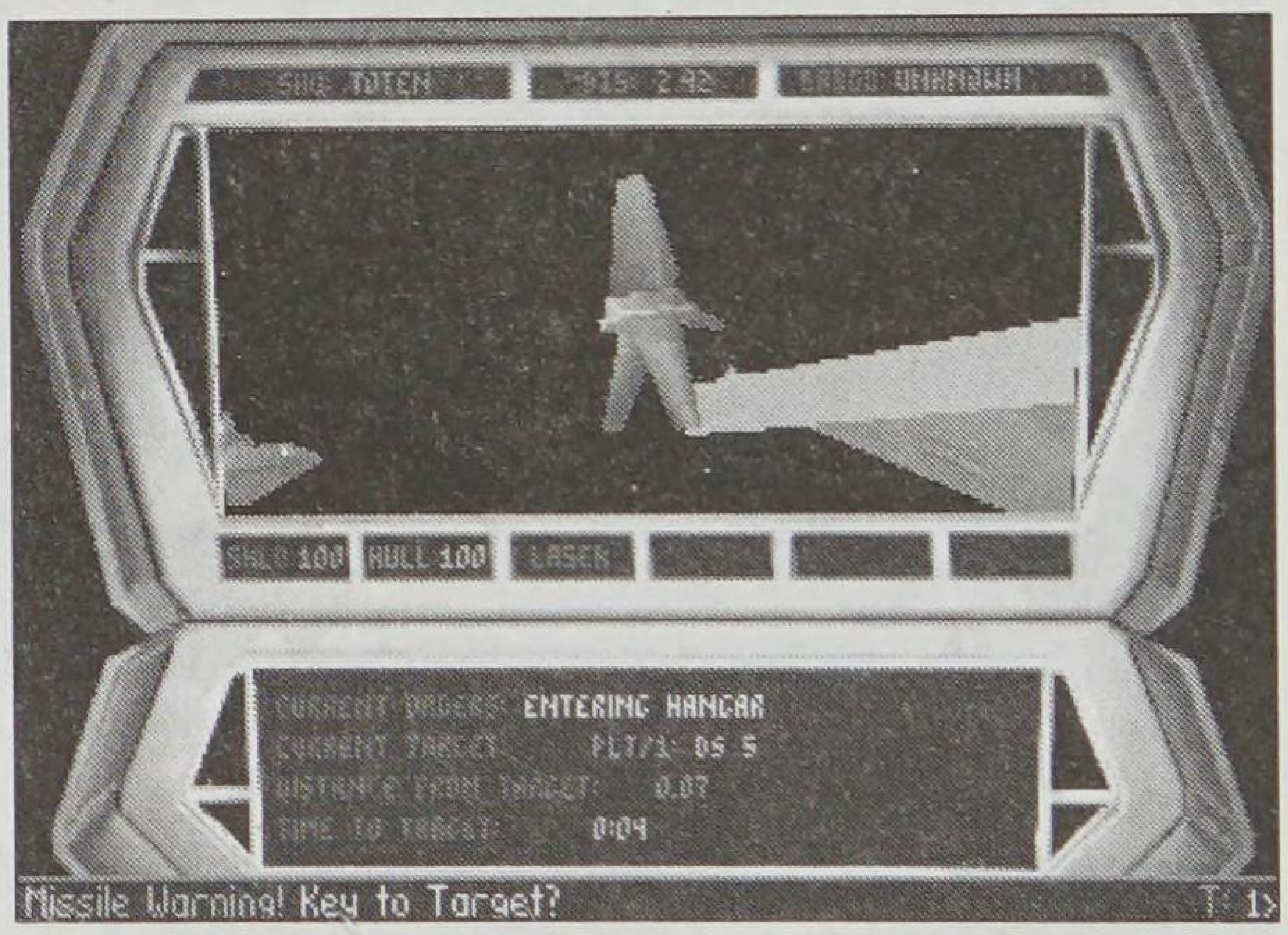
I tried to get to the cargo ferries and shoot them, but they entered hyperspace after laying the mines. Then the *Protector* launched a shuttle, and I knew I'd have to fly through the minefield to inspect it. Someone noticed that the *Protector* was preparing to jump into hyperspace, but I didn't want to think about it right then. If we didn't get Harkov here, we'd get him somewhere else! I put full power to engines with recharge rates to zero, then headed in. And there he was. Harkov. Heading into the platform. Seemed like a strange thing to do, but my mission was to find him. I was ordered not to kill him, though the temptation was strong.

Some M/CRVs had entered the area at about 10 km, and I decided it


SHU TOTEN
HARKOV
FUSELAGE

Remember Lord Vader wants Harkov alive! We should return now.

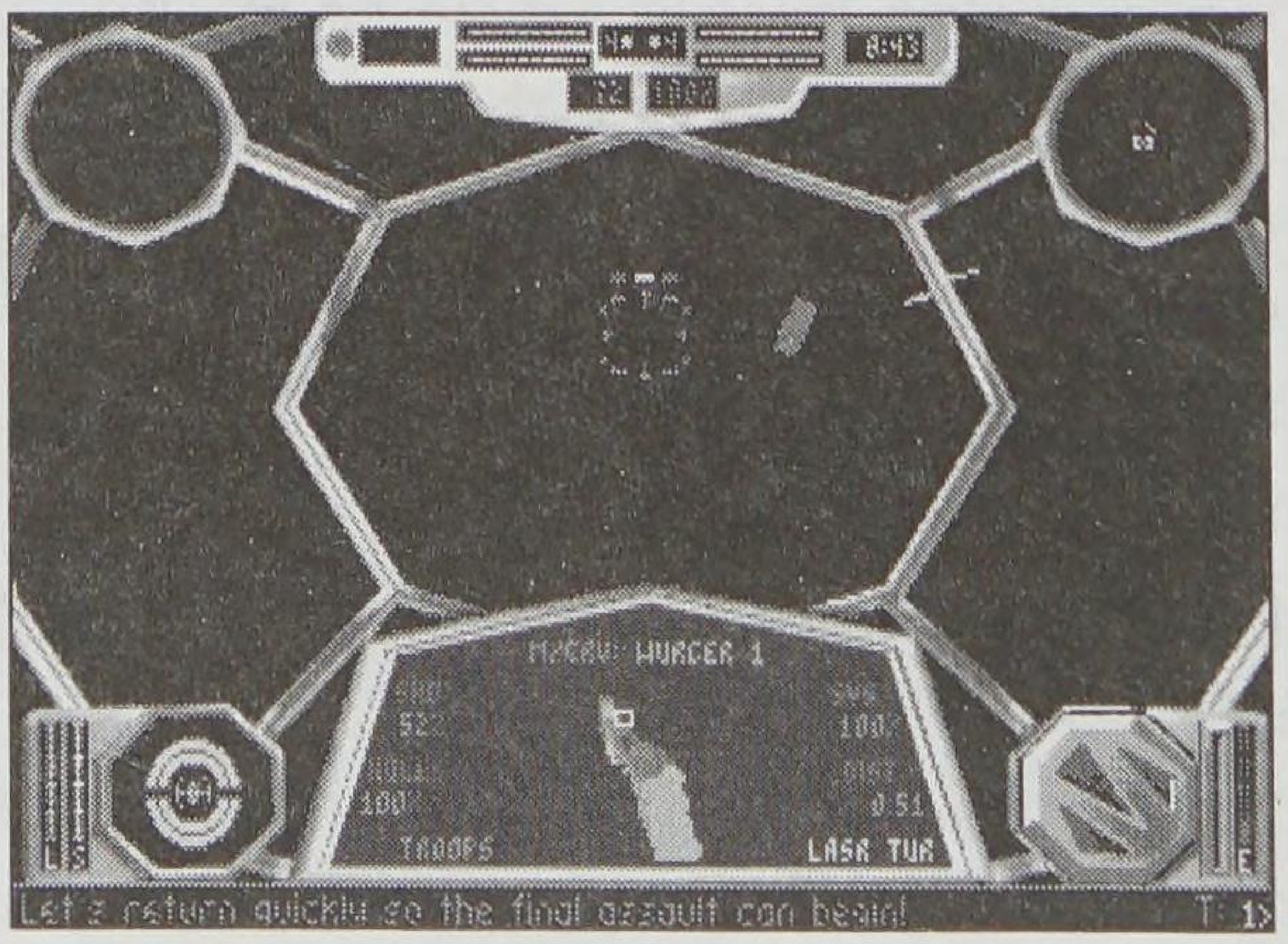
Don't shoot! Lord Vader wouldn't like it.


SHU TOTEN
HULL 100
LASER

ENTERING HANGAR
PLT/1: 0S 5
0.07
0:04

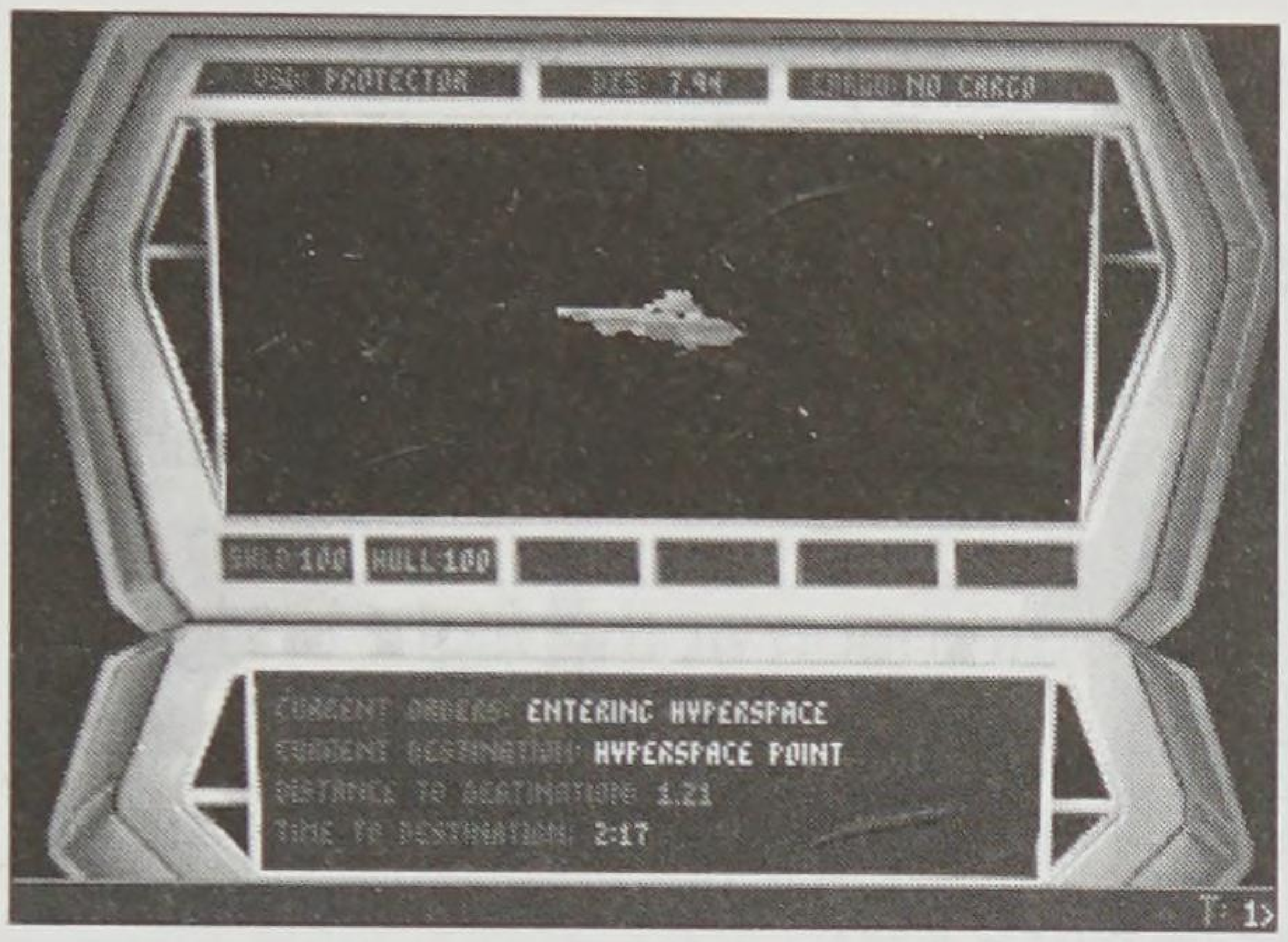
Missile Warning! Key to Target?

The *Toten* carries Harkov to safety. For now.


M/CRV HURGER 1
TROOPS
LASR TUR

Let's return quickly so the final assault can begin!

Targeting a laser turret on the M/CRV.



The *Protector* jumps out.

was a good idea to get away from the Star Destroyer, the platform, and the minefield. So I headed toward them to inspect. I had some missiles left, and I lobbed them into the modified corvettes. These had more gun turrets than the ordinary CRV, so they were more dangerous. Still, I thought I'd try taking them out. I actually thought of clearing the minefield since I figured I'd be back here again going after Harkov, but between the two of them, the corvettes looked like more fun.

Of course, it's stupid to take on a modified corvette in a single starfighter, but nobody ever accused me of being smart. Anyway, I destroyed M/CRV *Wurger*, then got out of the area.

Debriefing

Primary Goals: Destroy 50% of Harkov's T/As.
Secondary Goals: Inspect at least one of M/CRV group Wurger.
    Inspect SHU *Toten*.
Bonus Goals: VSD *Protector* must be attackedfor 500 pts.
    Destroy all of M/CRV group Wurger for 2000 pts.
    SHU *Toten* must complete mission for no points.
    Destroy cargo ferries *Badger 1* and *Badger 2* for 3000 pts each.

Maarek was the one who found the ship with Harkov on board, but nobody came to capture it. He was under orders from the Order not to shoot Harkov. But he wanted revenge for Mordon, wanted so badly to press the stud and watch the lasers burn the *Toten* to molten, twisted wreckage. Only fear of reprisals from the Order prevented him from doing as he wished. He called in the location of the transport, but help did not arrive before the *Toten* had made it to the relative safety of the platform.

"We had not anticipated his going to the platform," the robed figure admitted. It was a minor moment of triumph for Maarek. The Order didn't know everything, after all. "It is fortunate in the long run, however," the man continued. "Now your mission will be to attack the platform, not the *Protector*. Be thankful. You do not want to go up against a Star Destroyer."

The attack on the platform took several hours to plan, but all the while, probe droids kept watch to be sure Harkov did not escape.

While Maarek awaited his next briefing, he took a moment to visit the hangar; he wanted a closer look at the TIE Advanced fighter he had just flown. It was a wonderful craft — fast, maneuverable, and powerful. Would he get to fly it again soon?

While he was in the hangar, there was a commotion at the flight bridge. Maarek strolled over to investigate.

The flight controller was tracking an unidentified spacecraft. "Unidentified TIE Interceptor. Stand by. Do not approach. Give I.D."

"Captain Trace. Late of the *Protector*. I'm looking for a way out of this mess, guys. Let me in."

The flight controller motioned to his assistant. "Activate the tractor beam and tow this joker in," he said.

"Right," responded the assistant as he complied. On a viewscreen above the flight control deck, a small starfighter appeared. The assistant controller manipulated a set of controls and a blue beam entrapped the Interceptor.

"I know this guy," Maarek offered. "He was on Harkov's ship when I was stationed there."

The controller glanced in Maarek's direction. "It's not my concern, boy. And it's not yours. Just go on about your business."

Maarek waited while they drew the Interceptor into the hangar. A contingent of stormtroopers arrived and took the pilot away. Maarek stayed out of sight, and Trace never saw him.

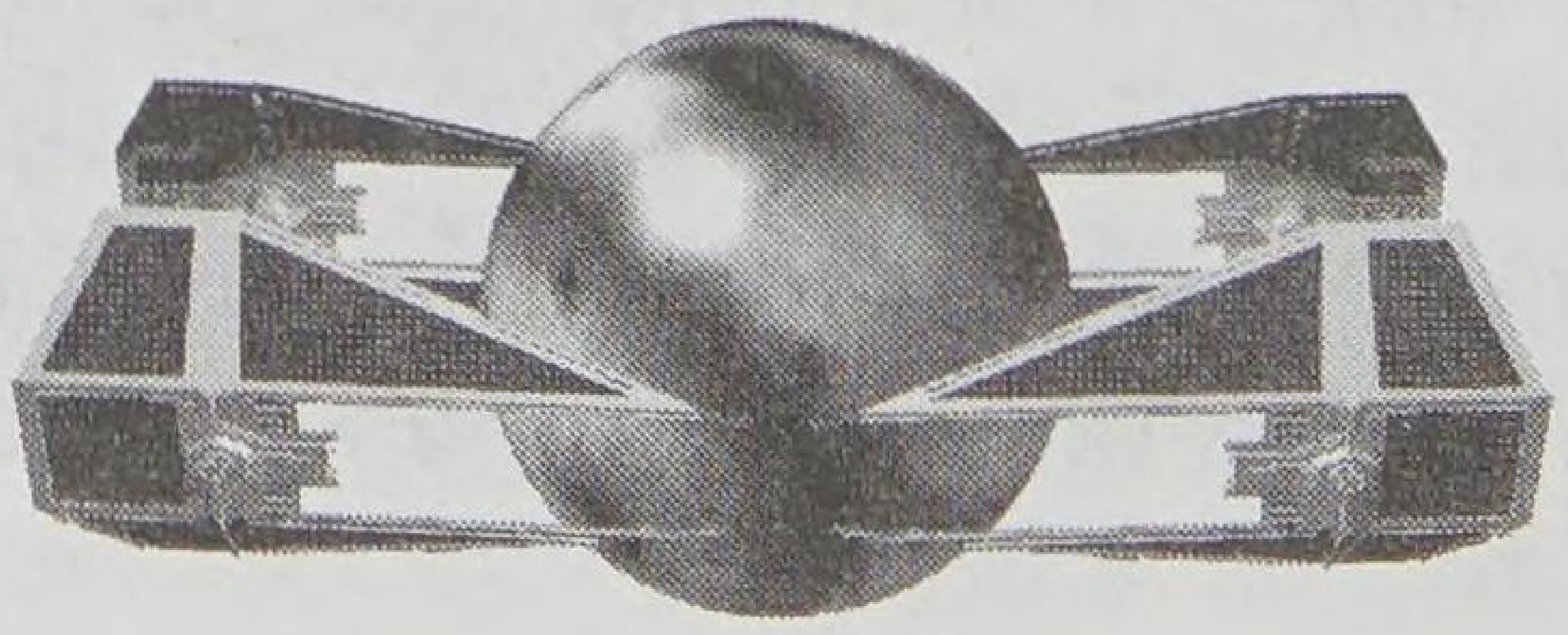
Maarek hurried to find the Order's representative, not quite sure why he cared.

"They've brought in a pilot who might be able to help you," he told the man breathlessly. "He was on the *Protector*."

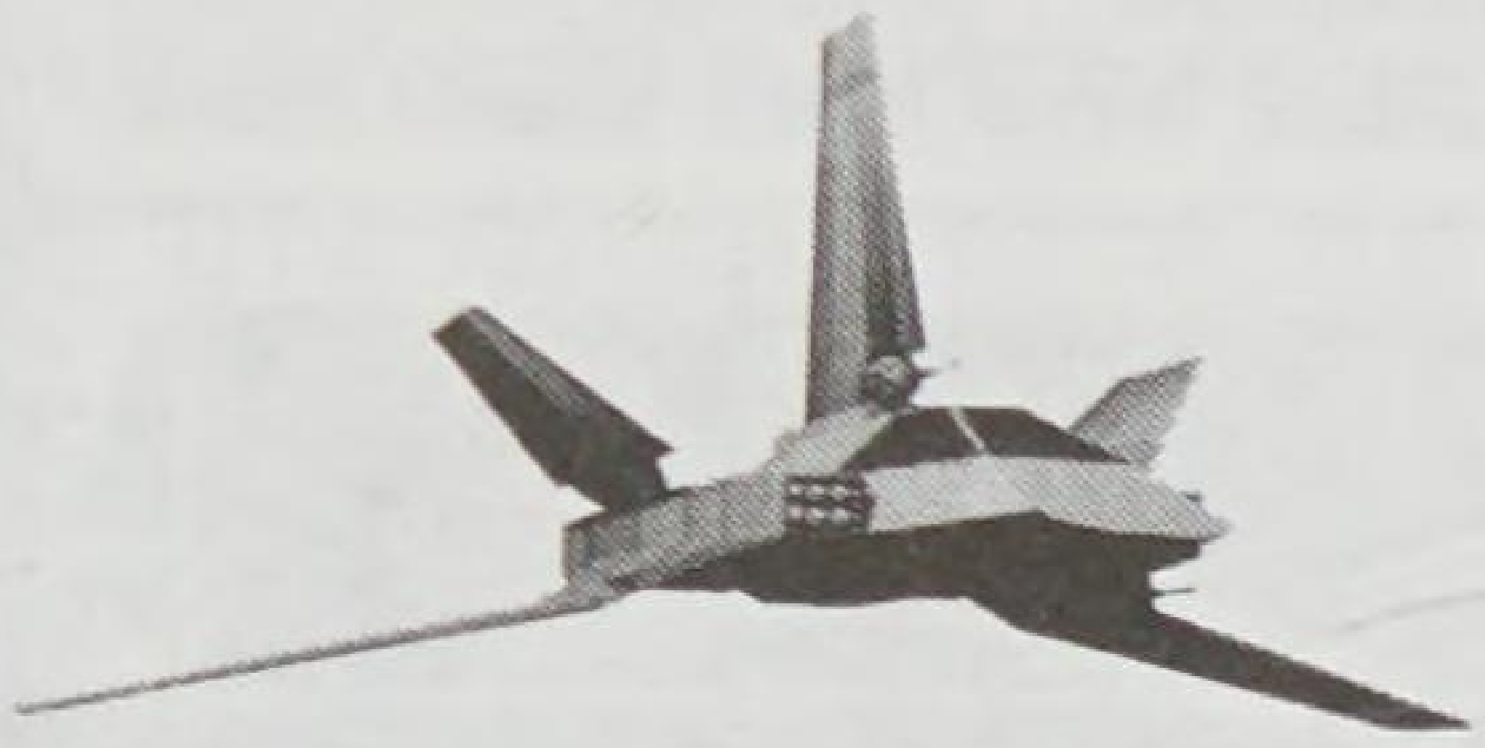
The robed figure nodded. "Your friend, Captain Trace?"

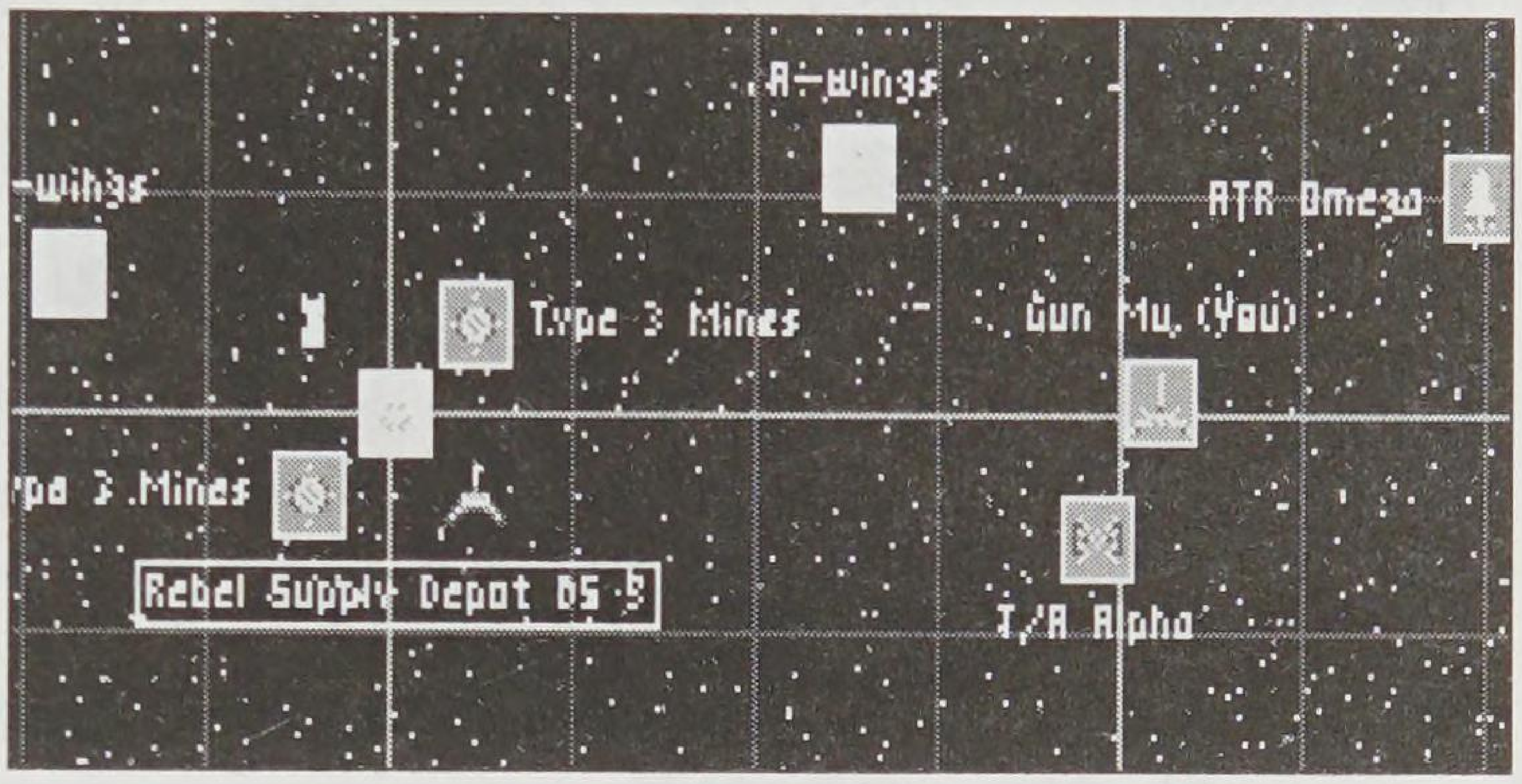
"How did you know?" Maarek asked in amazement.

"Captain Trace is working for us now. We had to get him off the *Protector* immediately. Don't worry. He'll be fine. Prepare, instead, for your next mission. We believe an attack on the Rebel platform will flush out our prey. Find Harkov, and we will capture him, this time without fail."



MISSION FIVE: CAPTURE HARKOV





Mission Briefing

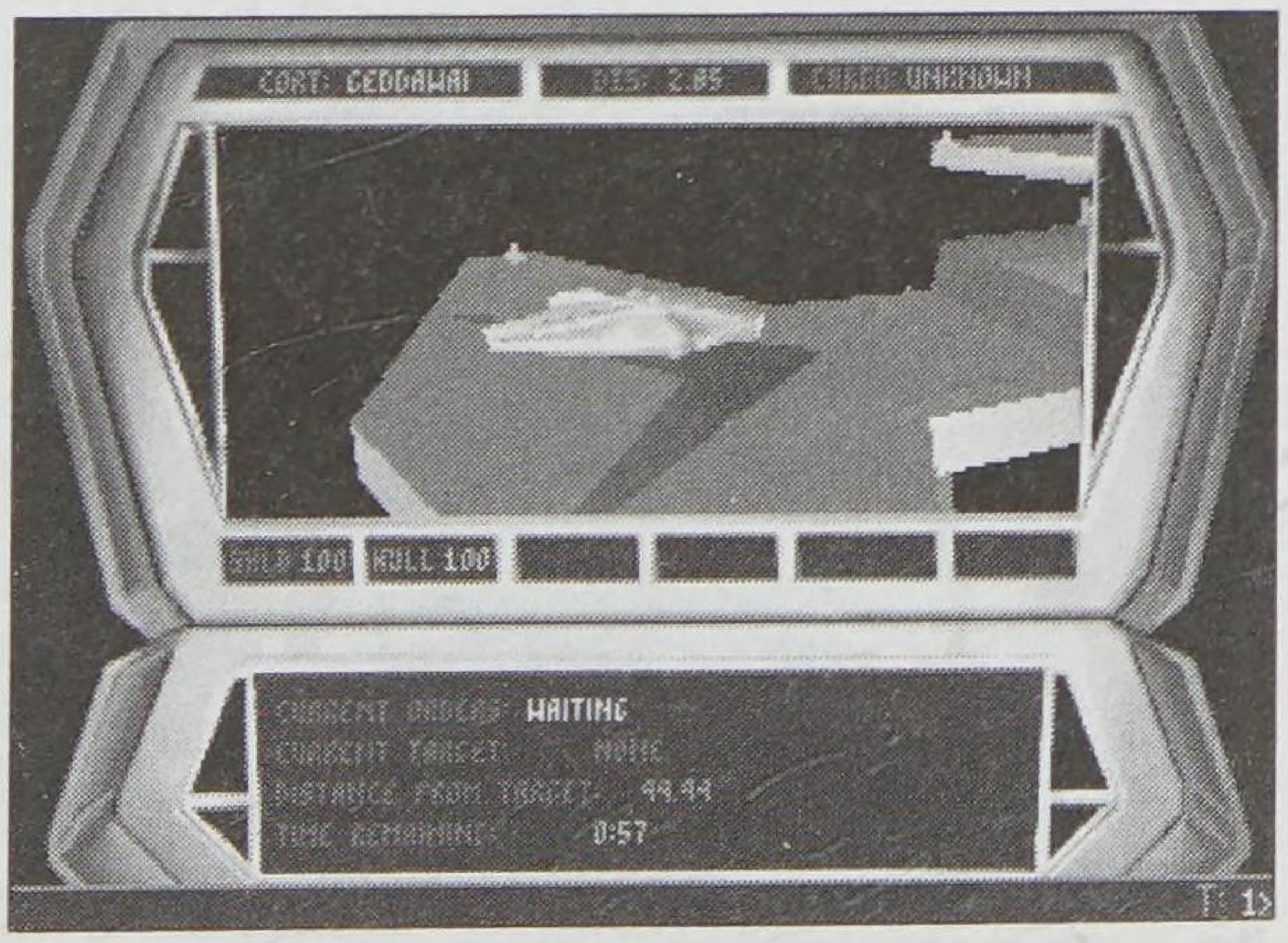
The traitor Harkov is hiding on the Rebel platform. It's time to bring him to justice. You will fly as a wingman in a four-ship group of Assault Gunboats. Your primary task is to be sure that Harkov does not escape in a shuttle or transport. Also, you must help take out the platform's defenses, which include starfighters and mines. After three minutes, special assault transports (ATRs) will arrive to begin a concentrated attack on the platform's shields.

Secret Order

Disable any craft attempting to flee the platform. Find Harkov if he tries to escape.

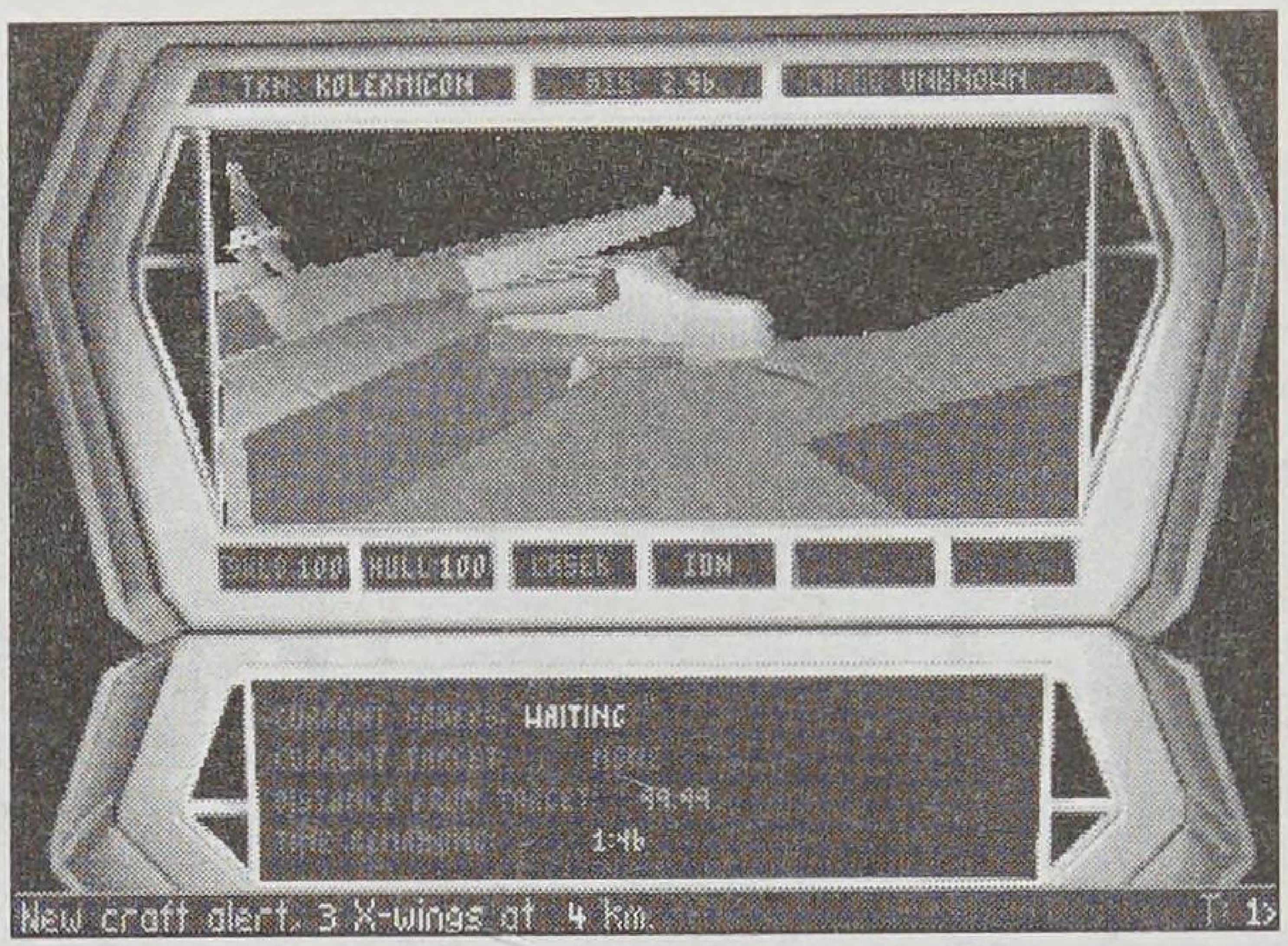
Stele's After-Action Report

The Gunboat was sluggish after flying the TIE "Avenger," but you didn't get to choose your ship. I came out of hyperspace about 5 km from the platform. Checked the map and saw the minefield. It was laid out as two 3-by-3 arrays, one above and one below the platform. I assigned SHU *Toten*, TRN *Kolermigon*, and CORT *Geddawai* to memory locations, figuring that one of them might try to get away with Harkov.


CORT: GEDDAWAI
DIS: 2.05
CARGO: UNKNOWN
SHLD 100
HULL 100
CURRENT ORDERS: WAITING
CURRENT TARGET: NONE
DISTANCE FROM TARGET: 99.99
TIME REMAINING: 0:57

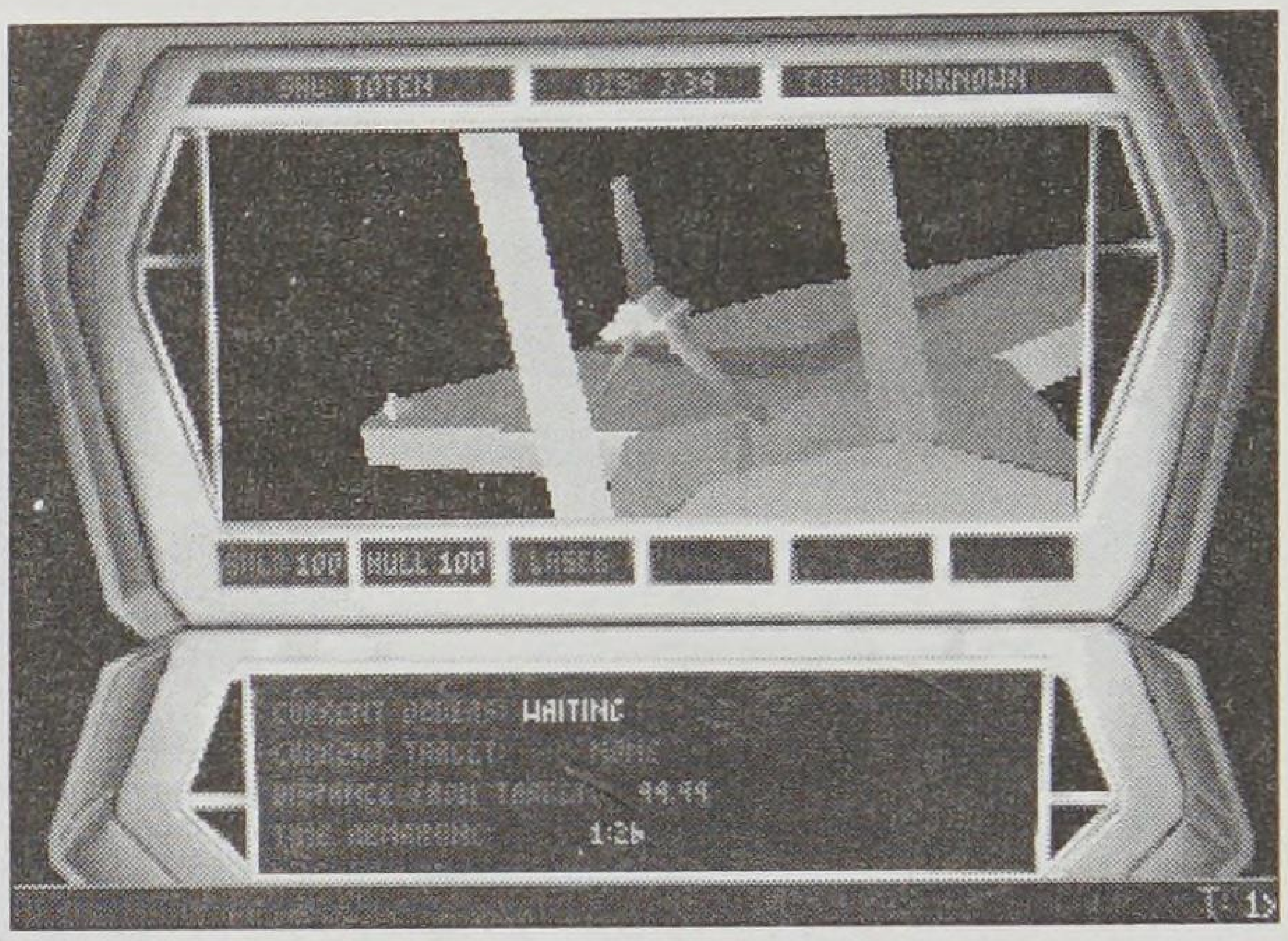
Looking at the *Geddawai.*

Meanwhile, some X-wings were attacking, so I launched some missiles, then turned my attention to the minefield. I was able to take a few mines out with missiles until I


TRN: KOLERMIGON
WAITING
HULL 100
ION
1:46

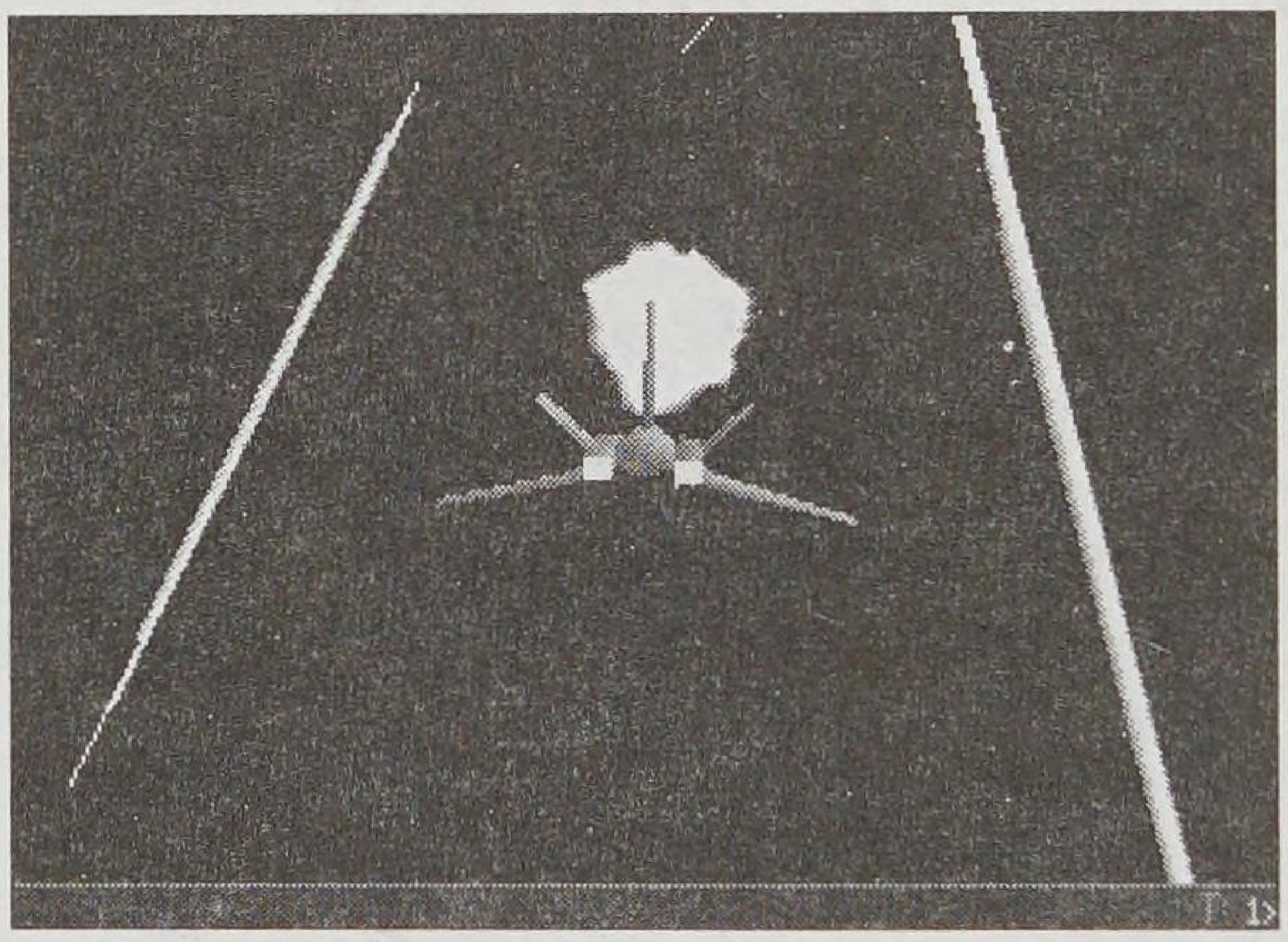
New craft alert. 3 X-wings at 4 km.

Checking out the *Kolermigon*.

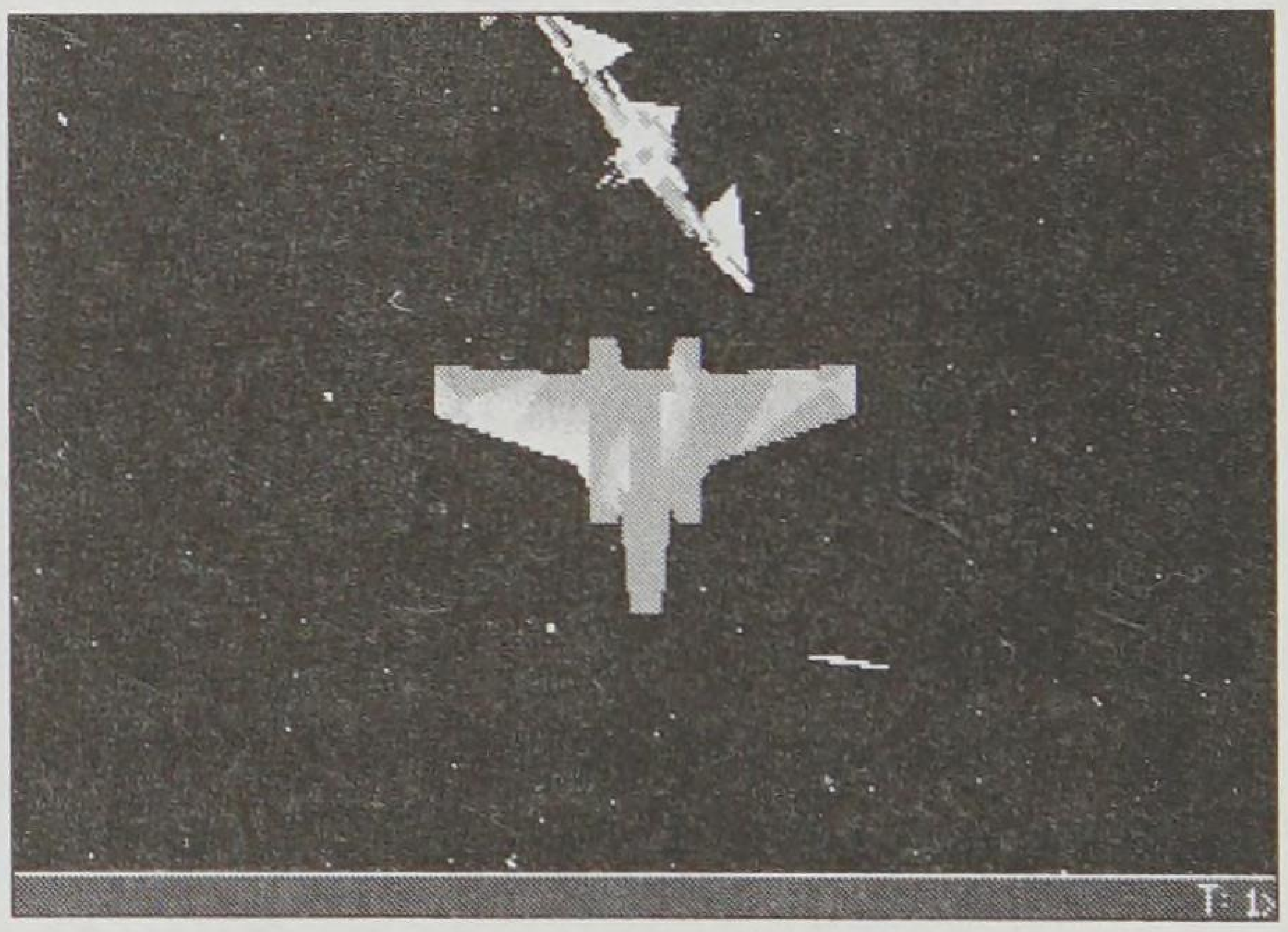

TOTEN
WAITING
HULL 100
1:26

The *Toten* is still on the platform.

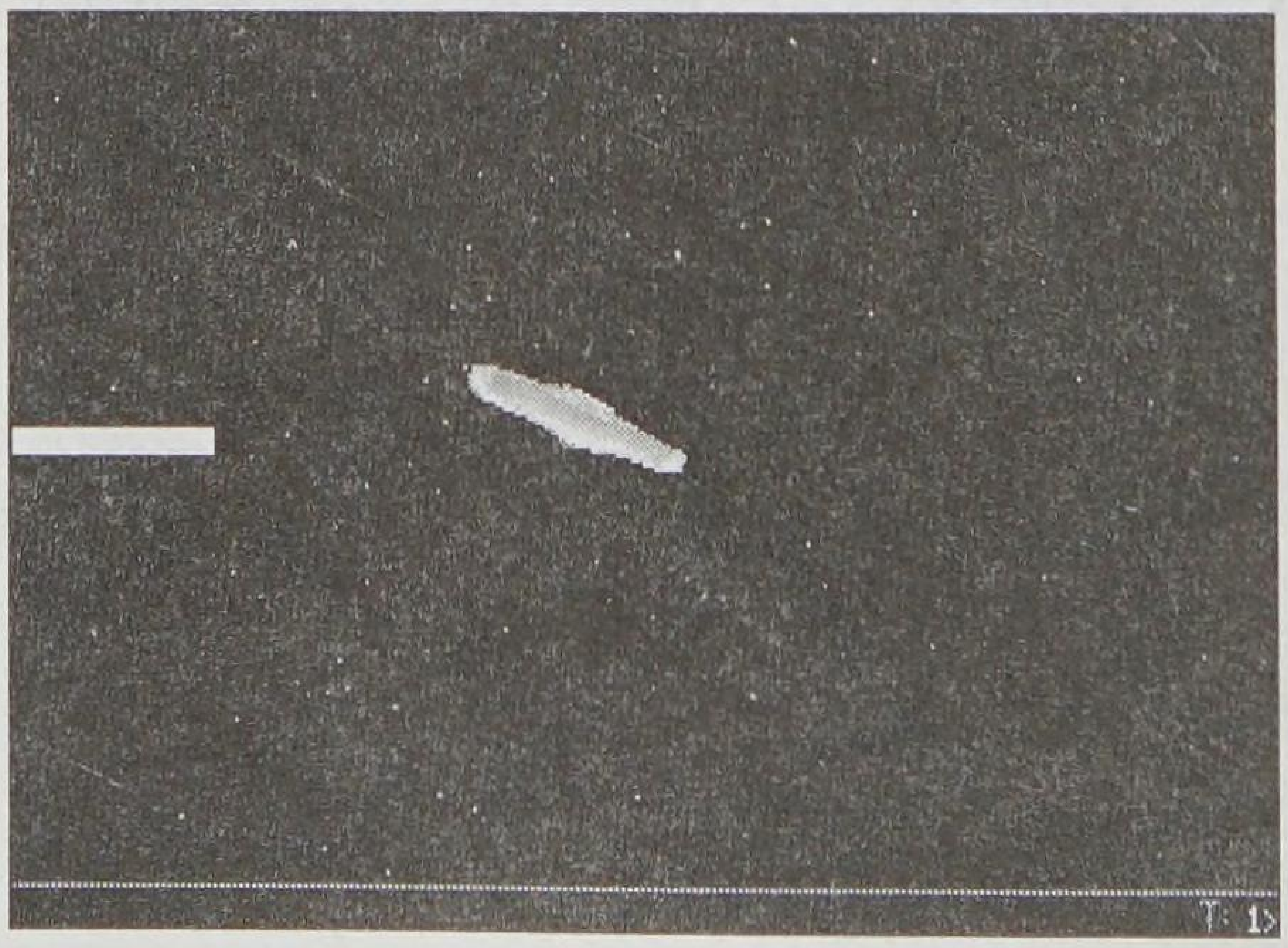
got closer, then I switched to cannons, taking out a few. But an A-wing got on my tail, and I set my shield recharge to zero and went after him. I noticed then that the *Geddawai* had left the platform, so I closed in on him to inspect.. Once again, I found Harkov trying to get away. I lowered shield



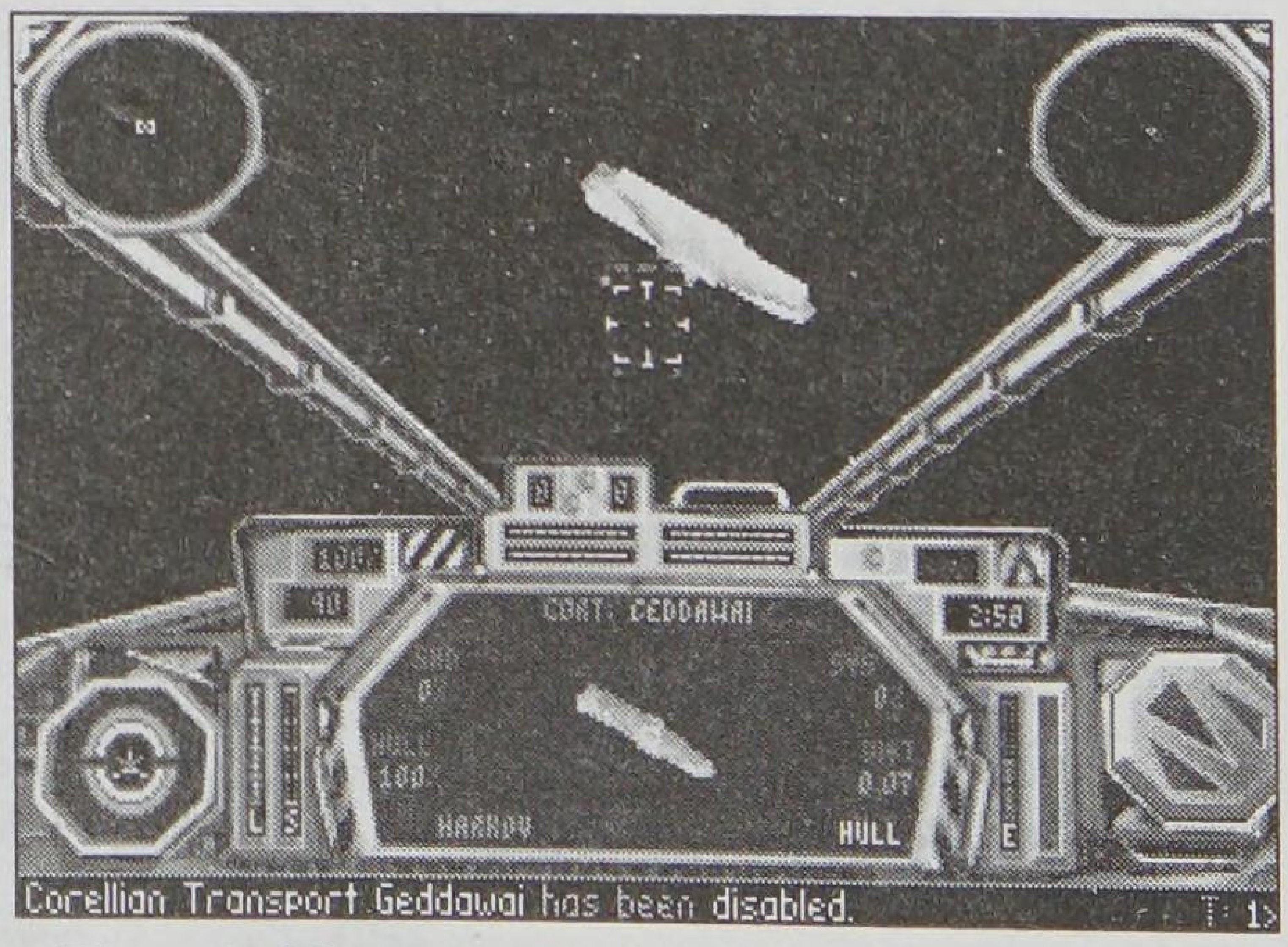
Clearing some mines.



The shuttles take off.



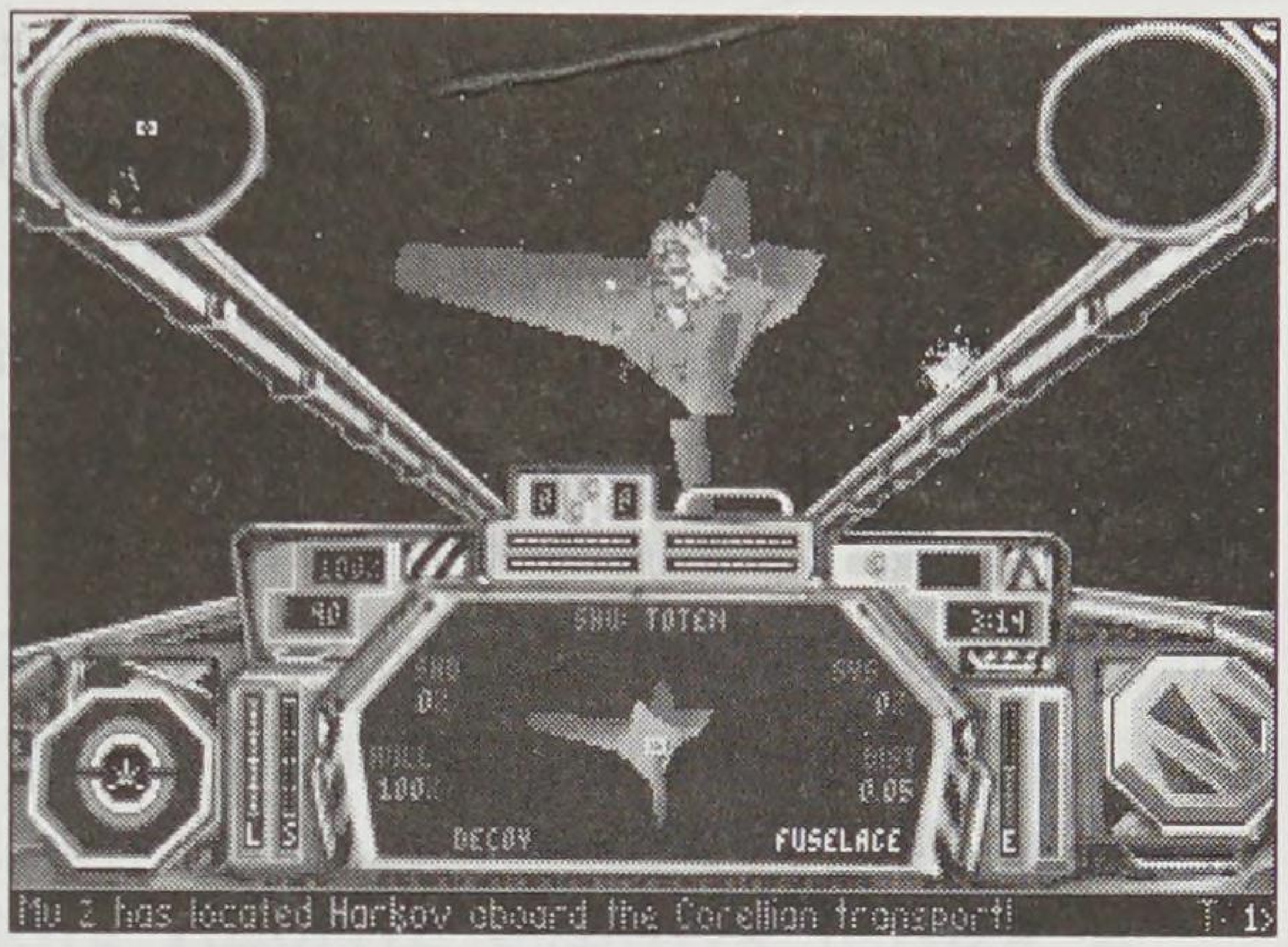
Chasing down the *Geddawai*.


CONT: GEDDAWAI
HULL
100
HARKOV
2:58

Corellian Transport Geddawai has been disabled.

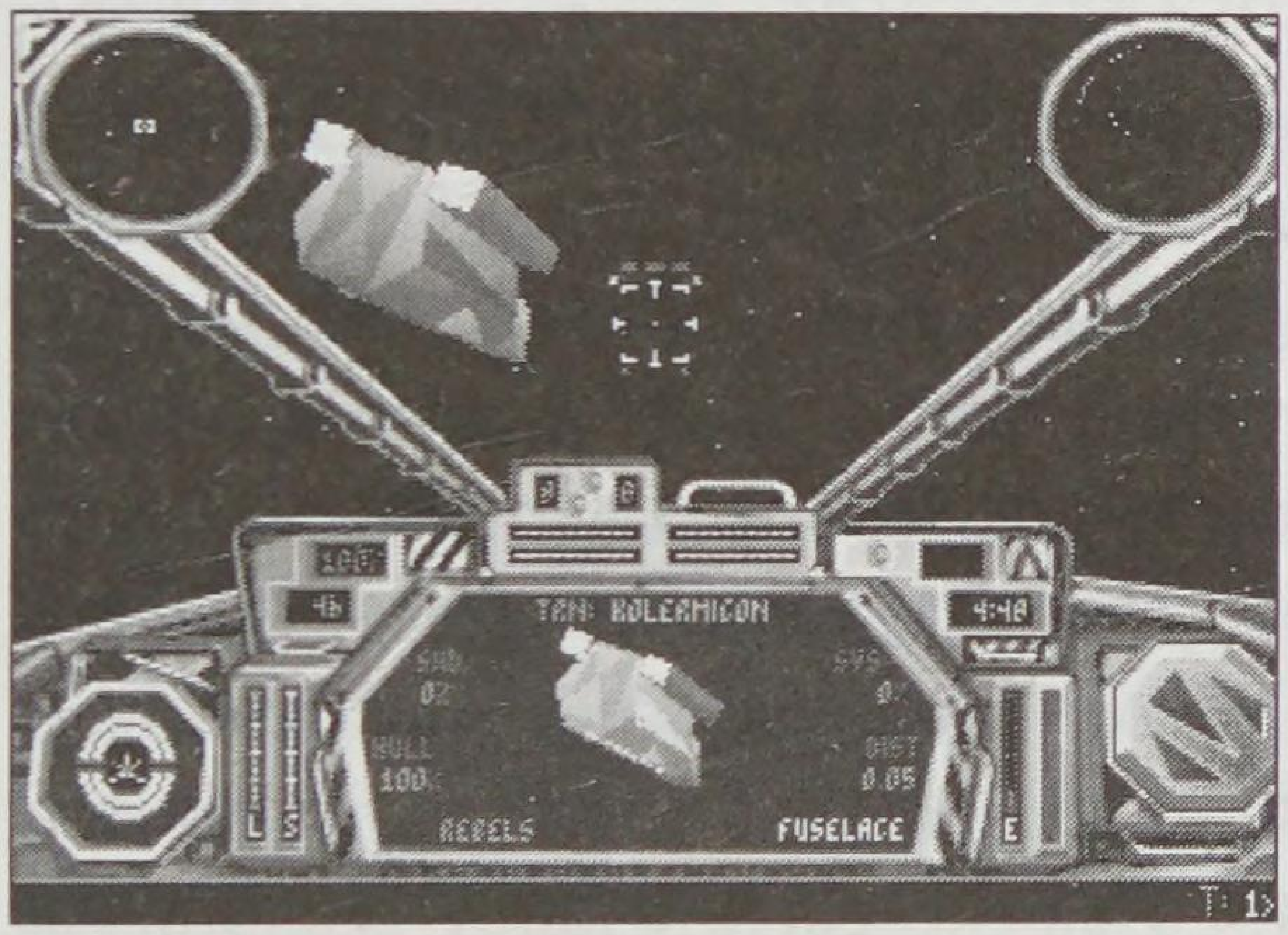
The *Geddawai* is disabled.Harkov is aboard.

and laser recharge rates to gain speed and got near the *Geddawai.* Then I set laser recharge up and started shooting. I switched to ion cannons when the shields went down and disabled the craft. I made sure my wingmen were busy, then turned in time to catch the *Toten* attempting to escape. I hit him with a missile, took down his shields and inspected. Since it was only a decoy, I destroyed it with cannons.



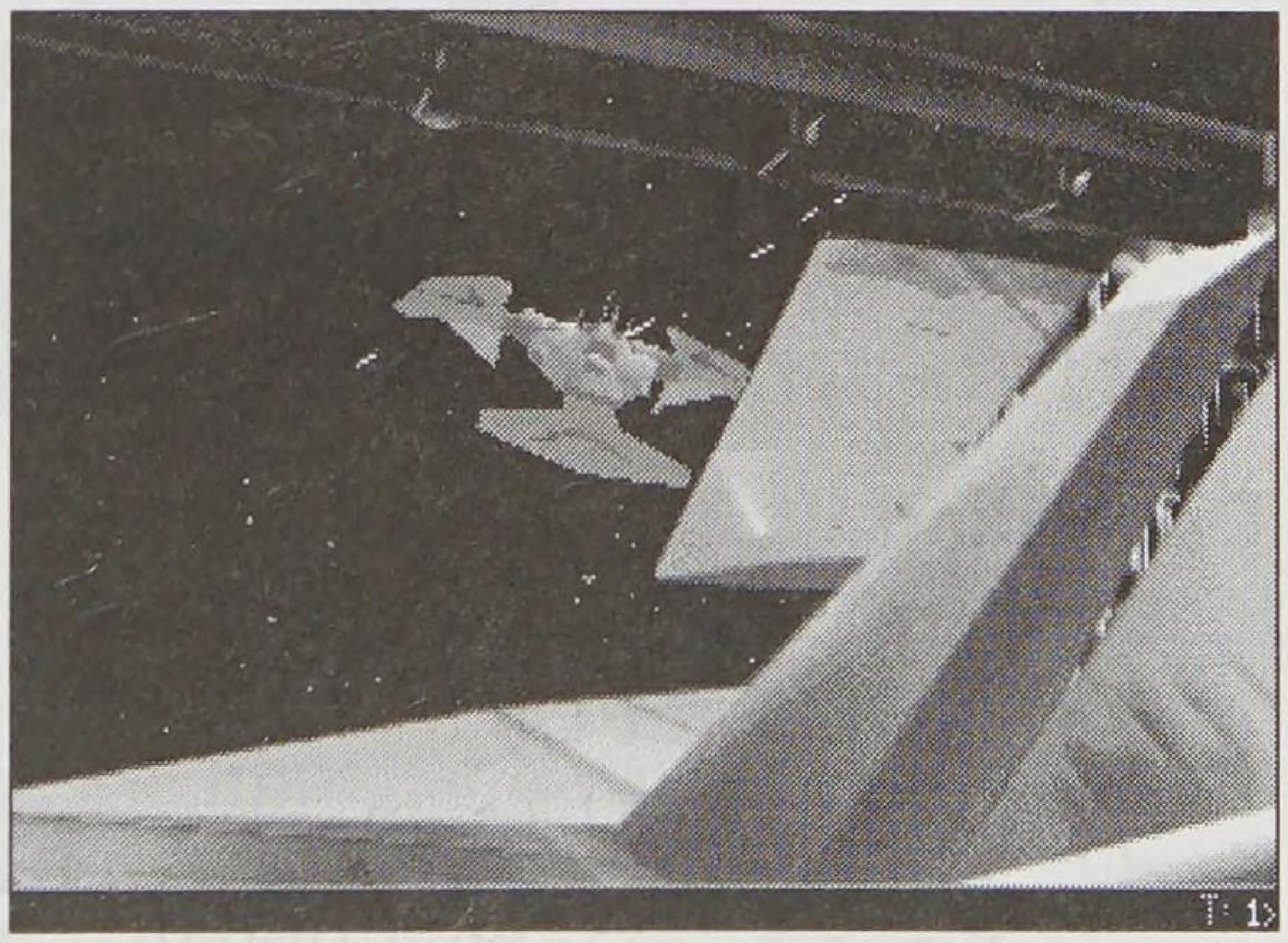
Nu 2 has located Harkov aboard the Corellian transport!

Blasting the *Toten.*



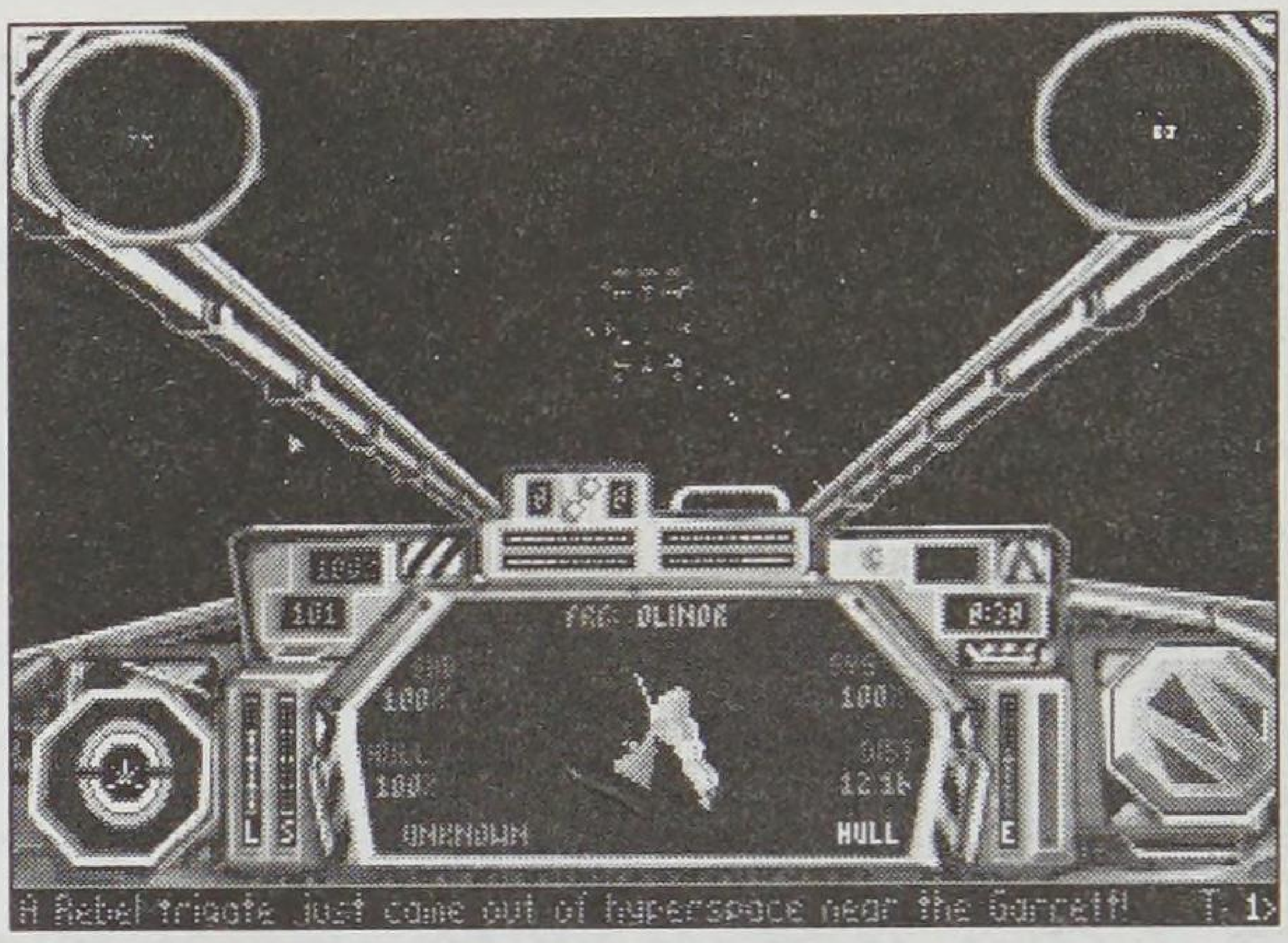
Inspection reveals Rebels aboard *Kolermigon.*

At this point, *Kolermigon* was heading more or less toward me, about 3 km away. I fired a couple of missiles at it to lower the shields, then switched to ion cannons to disable it. Inspecting it revealed some Rebels trying to avoid trouble. They were unsuccessful. Now, I realized that I had left the job of clearing the mines only partially done and that the ATRs attacking the platform would probably appreciate it if I finished the job, so I returned to minesweeping and destroyed them. I would have appreciated some help from the other Imperial craft in the area, but for some reason, they didn't attack the mines.



Checking out the platform.

Note about Type 3 mines: These mines fire a missile when they are destroyed. You can disable them with ion cannons, however, instead of destroying them. If they do shoot a missile, remember that they are stationary, so the missile's speed is not high. You can either out run the missile, or go to single-fire mode and shoot rapidly to destroy it before it reaches you.



A Rebel frigate just come out of hyperspace near the Garrett!

The FRG *Olinor* arrives.

Finally, the ATRs succeeded in disabling the platform ATR *Omega 1* was sent out to board and capture. At this point, I figured some more missiles would come in handy. I had used a lot of them on mines and other targets. The ISD *Garret* had arrived with a resupply ship, so I headed that way for a reload.

A Rebel Frigate arrived and began launching Headhunters. Talk about desperation! They didn't have a chance. So I detoured and inspected the FRG *Olinor* and took out some Z-95s. About this time, more M/CRVs from Wurger group arrived. Didn't I take care of them already?

I checked on the condition of *Geddawai* and *Kolermigon.* I fired missiles at some A-wings, used shields at normal to match speeds with the X-wings and took them out with cannon fire. Then some B-wings arrived and I softened them up with missiles, switching to cannons to finish the job. More flight groups kept arriving. We had already fought A-Ws from Red and Gold group as well as X-Ws from both groups as well. Now more of Harkov's T/As began to arrive — H-Beta and H-Gamma. I went back for more missiles and then returned to the battle, taking care of some of the T/As. They were followed by more groups, including H-Delta, H-Theta, H-Iota, and H-Alpha. I was able to stay near the *Garret*, whose fire helped protect me while I blasted away at wave after wave of TIE Advanced. Finally, it was time to get out, so I fired up the hyperspace engines and jumped home.

Note: You can go after M/CRV group Wurger. However, you probably want to be sure Harkov gets captured.

Debriefing

Primary Goals: Destroy all mines.
    Disable PLT DS 5
    Disable SHU *Toten.*
    Disable TRN *Kolermigon.*
    Disable CORT *Geddawai.*
Secondary Goals: Capture PLT DS 5
    Inspect SHU *Toten.*
    Inspect TRN *Kolermigon.*
    Inspect CORT *Geddawai.*

Bonus Goals: Inspect FRG *Olinor* for 1000 pts.
Destroy M/CRV group Wurger for 2000 pts.
Destroy SHU *Toten* for 200 pts.
TRN *Kolermigon* must be boarded for 2000 pts.
CORT *Geddawai* must be captured 2000 pts.

Harkov was taken to the *Garret* where Lord Vader awaited him. Bitter and defiant to the end, Harkov tried to resist the legendary Jedi powers of the Lord of the Sith, but like so many others before him, he paid the inevitable price.

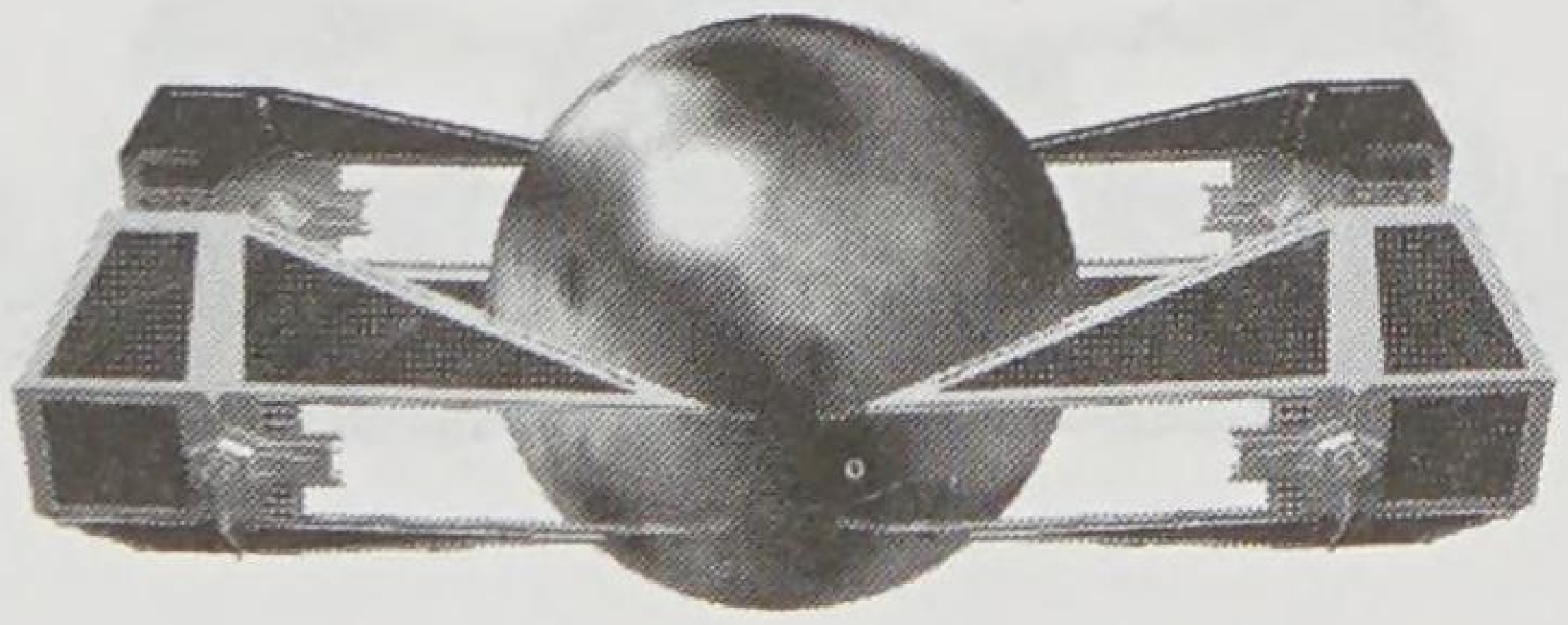
The troopers held Harkov immobilized as the hatch opened with a pneumatic hiss. Lord Vader stood beyond the hatch.

"Welcome, Admiral Harkov," he intoned, in a voice that might have almost been cordial under other circumstances. "We have matters to discuss."

Harkov simply glared.

"Where is the location of your fleet?" Vader demanded.

But still Harkov was silent. Then, the Dark Jedi lifted his hand and pointed it, palm upward, toward the former admiral, who rose in the air as if by magic. Then the man broke completely and began screaming, but his screams were cut short as Vader closed his fist. The sound of crushed bone was the last sound Harkov made as his screams were choked off. His body fell to the ground and Vader walked off, his strange, mechanized breathing the only sound in the room.



Of course, Maarek had no idea of Harkov's ultimate fate. The Order simply told him that he would be punished, and that his crimes were of the most serious sort. Maarek, and everyone else in the Imperial Navy, knew what that meant. So, Harkov was undone, and Mordon's killer brought to justice. Why, then, did Maarek not feel some elation? Why did he feel nothing more than an empty feeling inside?

A few days later, Maarek was resting when someone signalled outside his cabin. He made the door open and admited his visitor. It was Trace.

"Good to see you again, Stele," he said.

Maarek was wary. What did he really know about this man? "Yes. I suppose so," he answered laconically, then added, "What brings you here?"

"I just wanted to apologize," Trace said, sitting on Maarek's bunk, there being only one chair in the room. "I know I acted strangely before, and I never had a chance to tell you how I felt."

"And how is that?" Maarek replied. "How did you feel?"

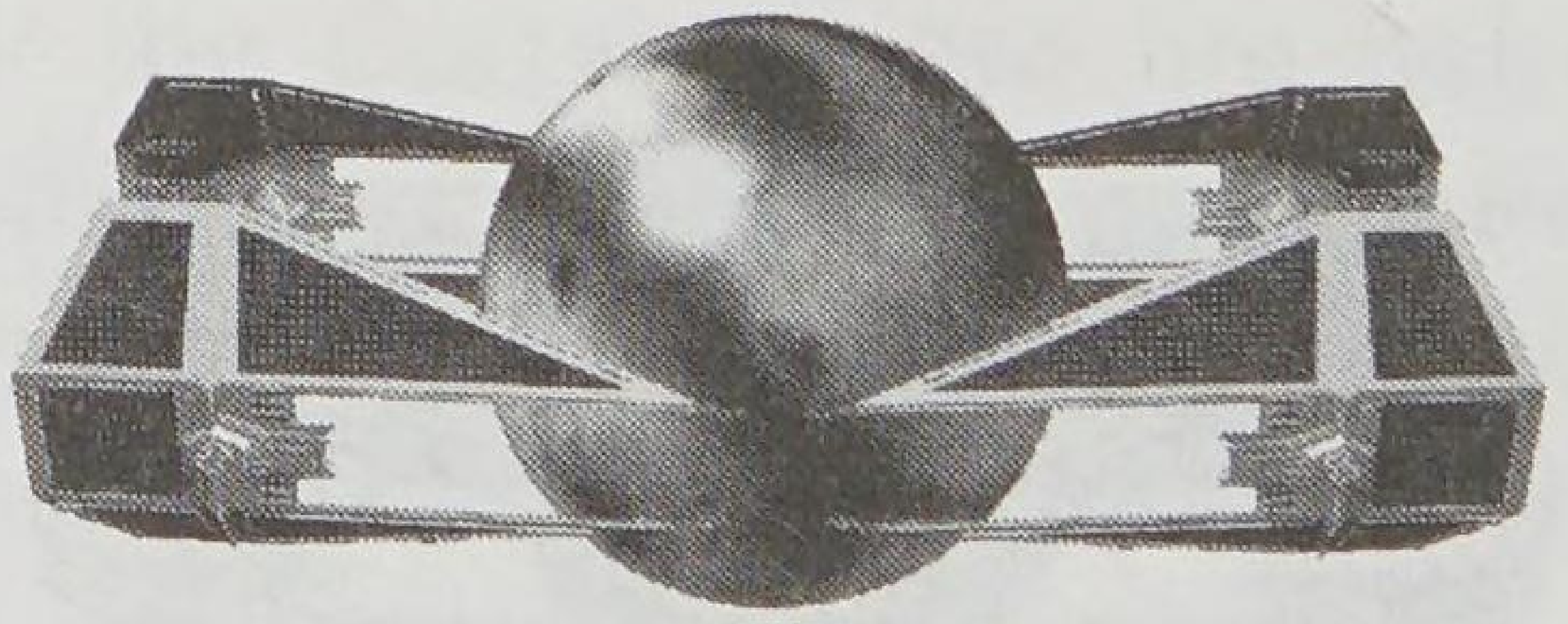
"Look," Trace said a little defensively, "I know you are involved with the Order. They told me so when they recruited me. So, you almost had me fooled at one point, but I knew you weren't entirely what you appeared to be."

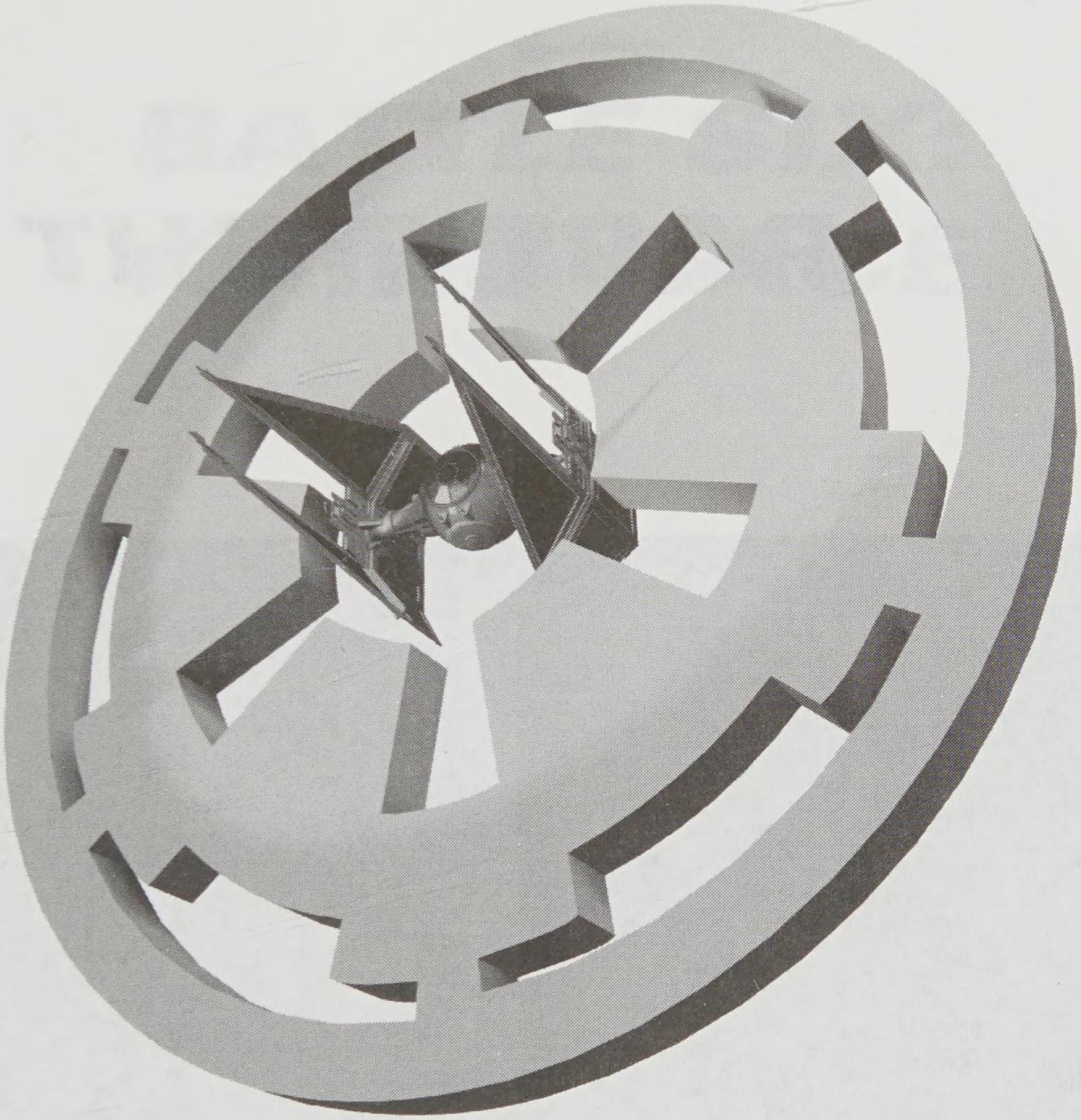
"The problem is, Captain," said Maarek, "I'm probably exactly what I appear to be. I'm just a pilot who takes orders."

"Right," agreed Trace. "Anyway, I didn't want to disturb you. I just wanted to let you know I'm a friend. OK?"

"I guess so," answered Maarek. "But my experience with friends hasn't been so good lately," he continued with a wry grin. "Maybe it's better not to push your luck."

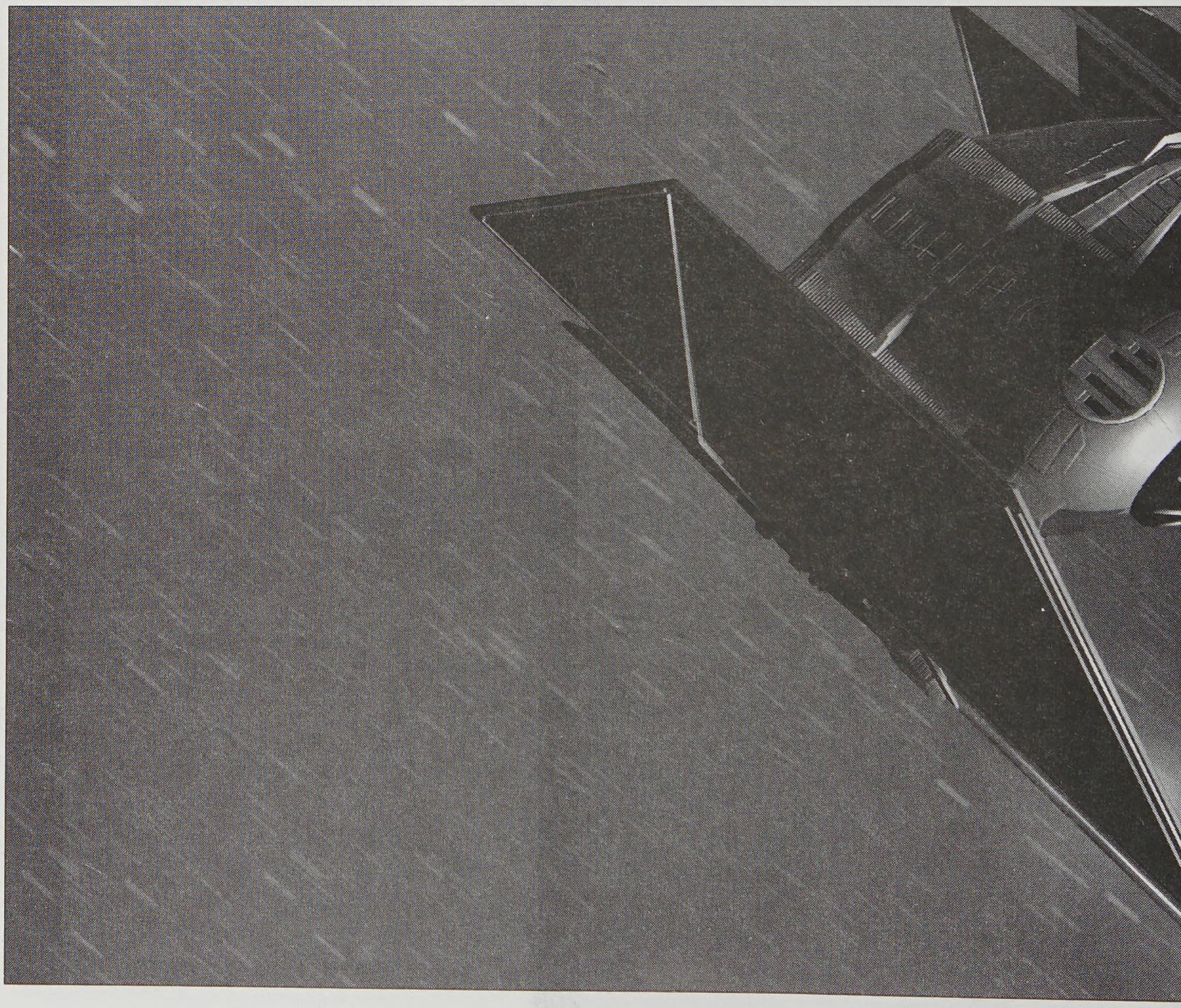
The captain grinned back. "I once knew another pilot a lot like you. We were friends. I think I can take the risk."



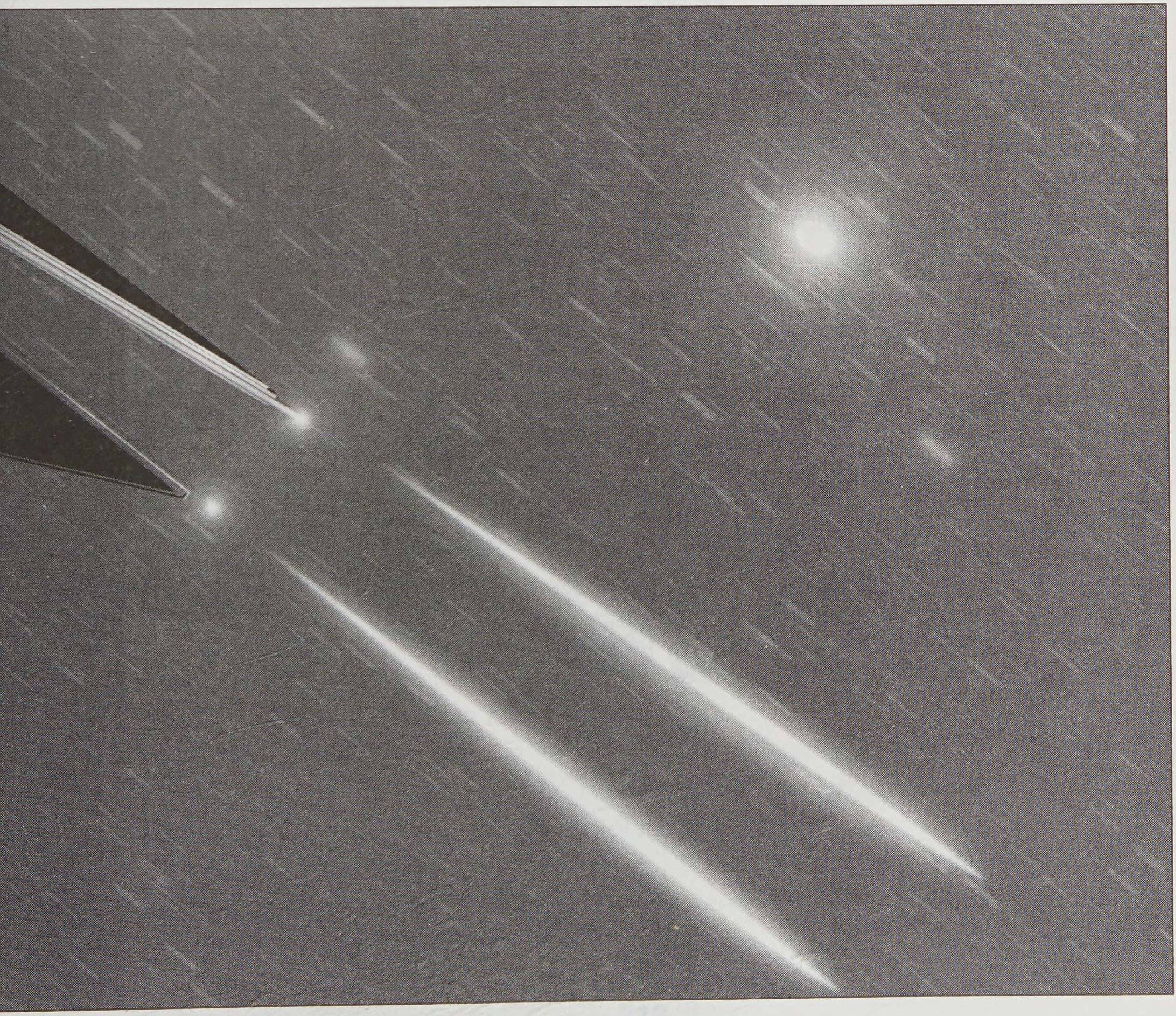


PART EIGHT

PART EIGHT



BATTLE SIX: ARMS RACE



PART EIGHT

Battle Six: Arms Race

Admiral Zaarin returned Maarek's salute. "Welcome to my research facility," he said warmly. "I've heard a lot about you, Stele. Your reputation precedes you."

"I'm happy to be here, Admiral. And a little embarrassed that you should bother with me," he told the admiral. "I'm sure anything you've heard is exaggerated."

They stood in a large office aboard the deep space platform where Zaarin's high technology research was taking place. For reasons known only to the Order, Maarek had been transferred to this facility. It was the first time he had been based on an outpost platform since his first assignment on PLT D-34. After the events of the recent past, he no longer dismissed the relative quiet of life on a platform as dull or boring.

Zaarin invited Maarek to join him by the large viewport where they could see the various starfighter models being tested as well as several cargo ships in different phases of loading and unloading.

"They look like impressive starfighters," Maarek commented.

"Oh, those?" Zaarin replied. "Those are only modified versions of the TIE advanced. We have something far more impressive to offer."

"I would like very much to see them," Maarek suggested, but Zaarin only laughed. A short sound.

"I'll bet you would," the admiral said. "But all in good time. All in good time."

As Maarek stared out at the stars and the various craft that floated above the platform, he had the distinct impression that Zaarin was watching him, testing him somehow. The admiral seemed quite friendly, and memories of Mordon flooded in suddenly. Could Zaarin turn out to be a good friend the way Mordon had been? He turned away from the window and looked around the large room.

An oversized desk dominated one end of the office, and next to it stood a stocky man in a major's uniform. The man looked straight ahead and showed no sign of noticing Maarek. But there was a sense of something poised within him, something dangerous, and Maarek suspected that this was not a man to turn your back on.

The desk was almost bare. A few holo disks, and some unusual artifacts were all Maarek could see. He continued his sweep of the room, coming finally to Admiral Zaarin himself. The admiral was almost a head taller than Maarek, and was staring down at Maarek unabashedly.

"You have a very impressive office," Maarek said, feeling awkward and a little out of his depth.

Zaarin continued to stare, an amused smile playing around the corners of his mouth. "Thank you, Stele. Can I call you Maarek?"

"If you wish, sir." Maarek found it increasingly difficult to meet the admiral's frank gaze. He looked back out the window.

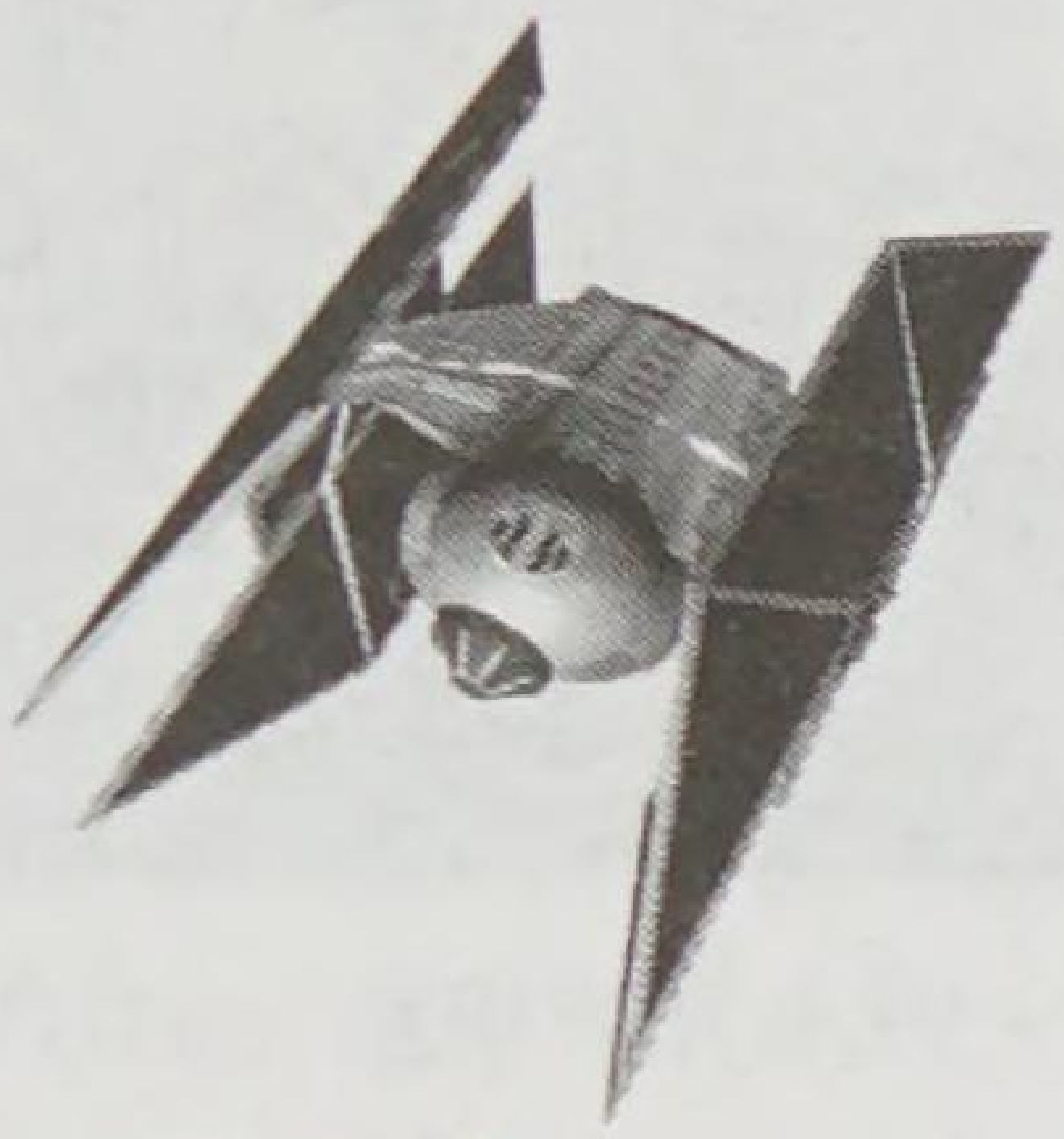
"Thank you for coming to see me," Zaarin said, breaking the silence. It sounded like a dismissal. "I hope to have an opportunity to get to know you better. Pilots of your caliber are the foundation of the Empire's strength, don't you think?" he asked casually.

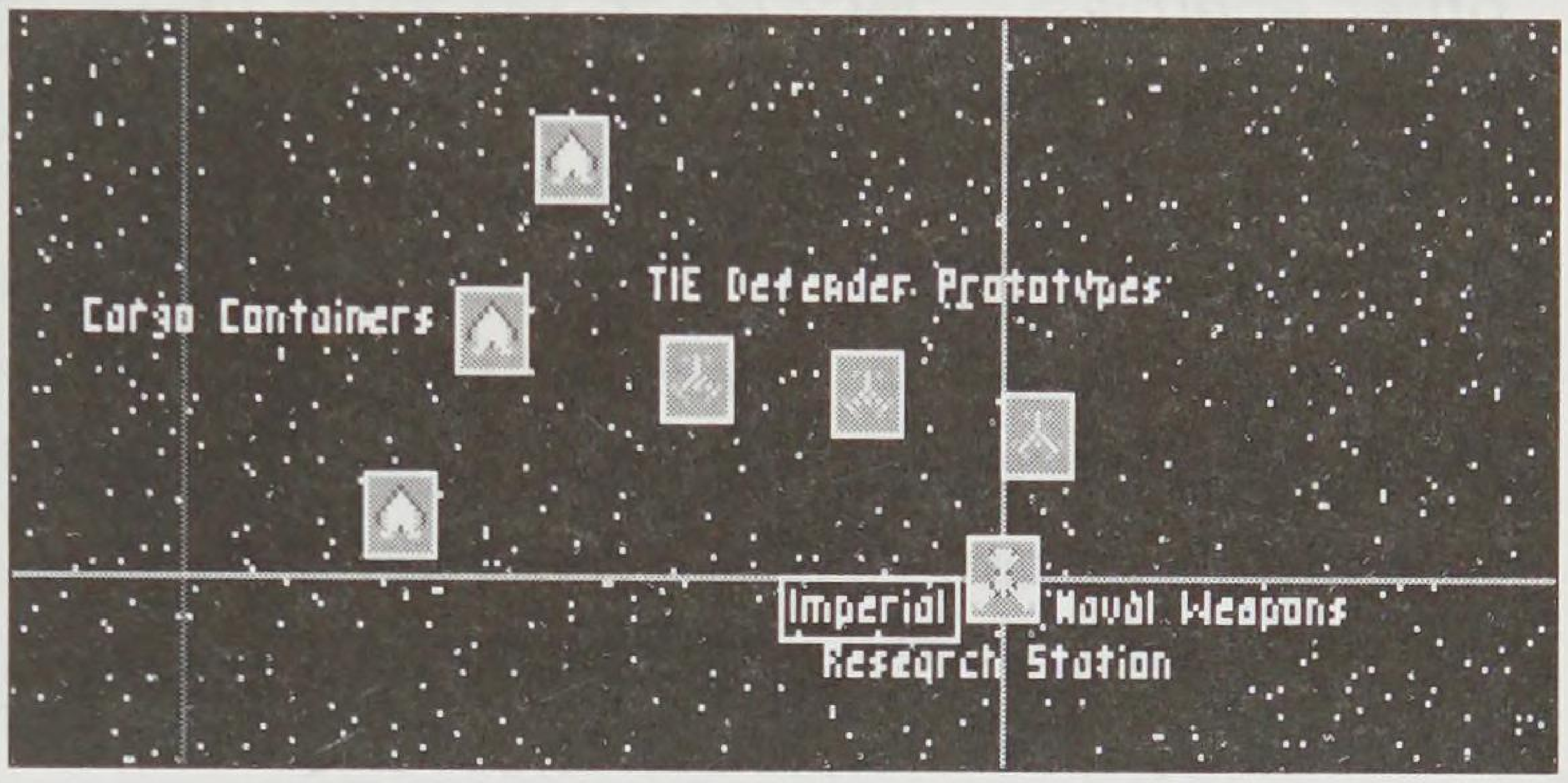
Maarek answered without thinking. "I don't know, Admiral Zaarin. I think the commanders, the ones who decide on policy and plan the tactics, are the backbone of the Empire. Me, I'm just a worker who does his job. Anyway, it's the Emperor who's the real foundation of the Empire, isn't it?"

"Indeed," replied Zaarin. "Indeed. You are quite right. Thank you, Stele. . . Maarek. I look forward to our next meeting."

Maarek left the admiral's office feeling confused. What had just happened? He could swear that some very significant conversation had just taken place in the closing moments of the meeting, but for the life of him, he had no idea what it meant.

MISSION ONE: PROTECT PROTOTYPES

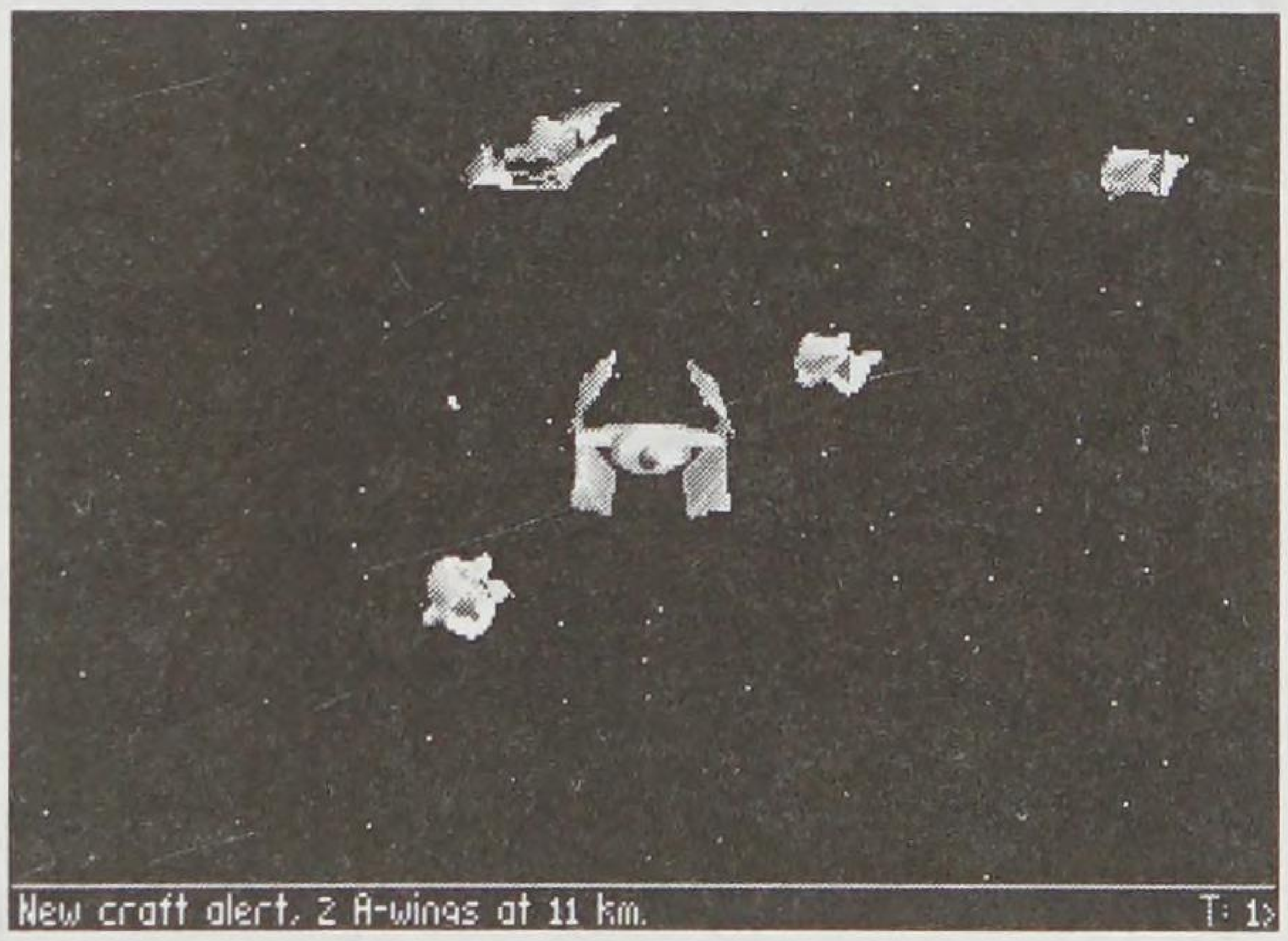




Mission Brief

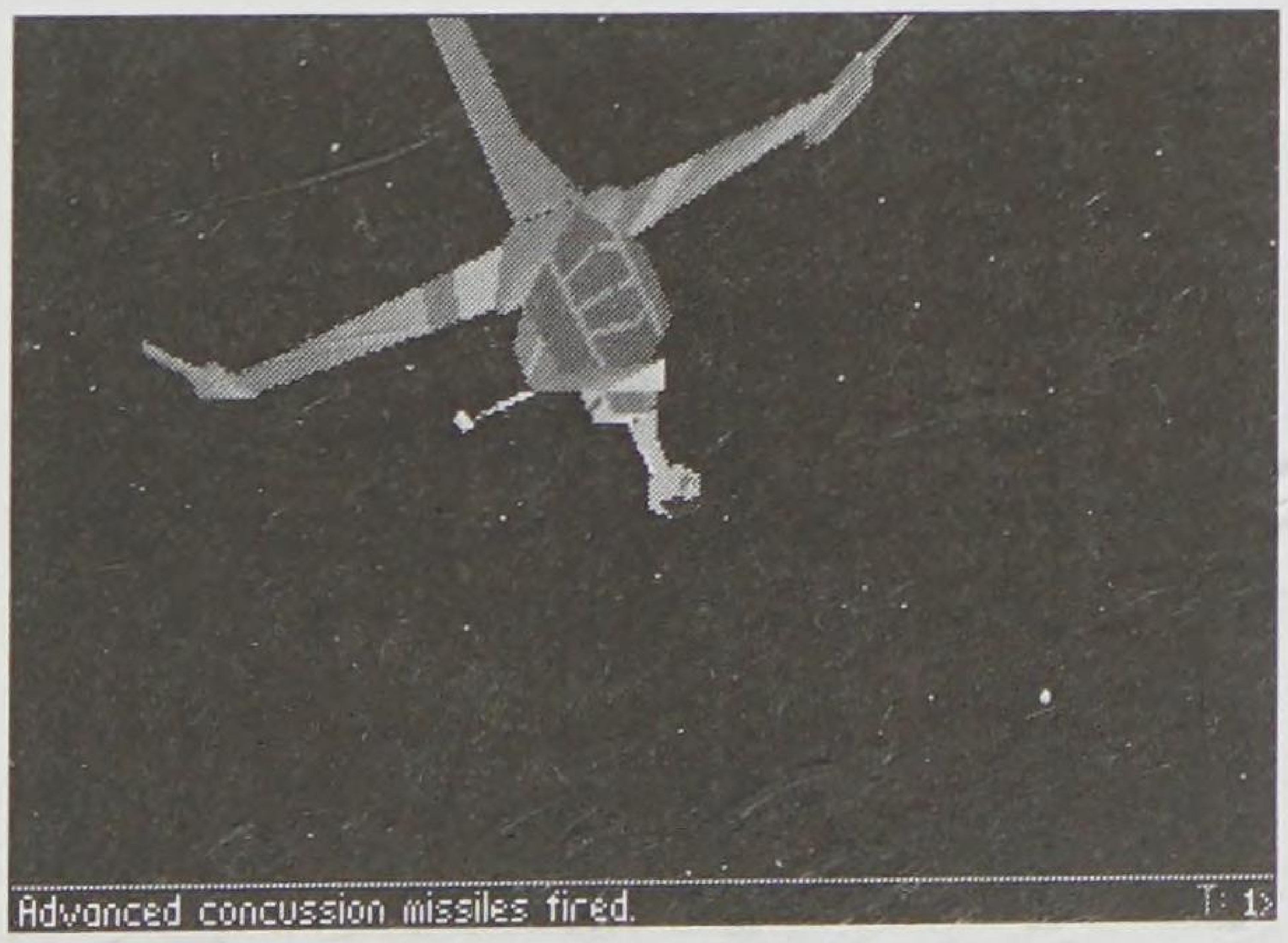
Protect the cargo ships carrying the prototypes for the TIE Defender. It is critical that these prototypes be delivered safely to the Emperor. You will assume the wingman position in a flight of three TIE Advanced starfighters. We do not know what opposition you may face, but be alert.

Stele's After-Action Report



New craft alert. 2 A-wings at 11 km.

Guarding the convoy.

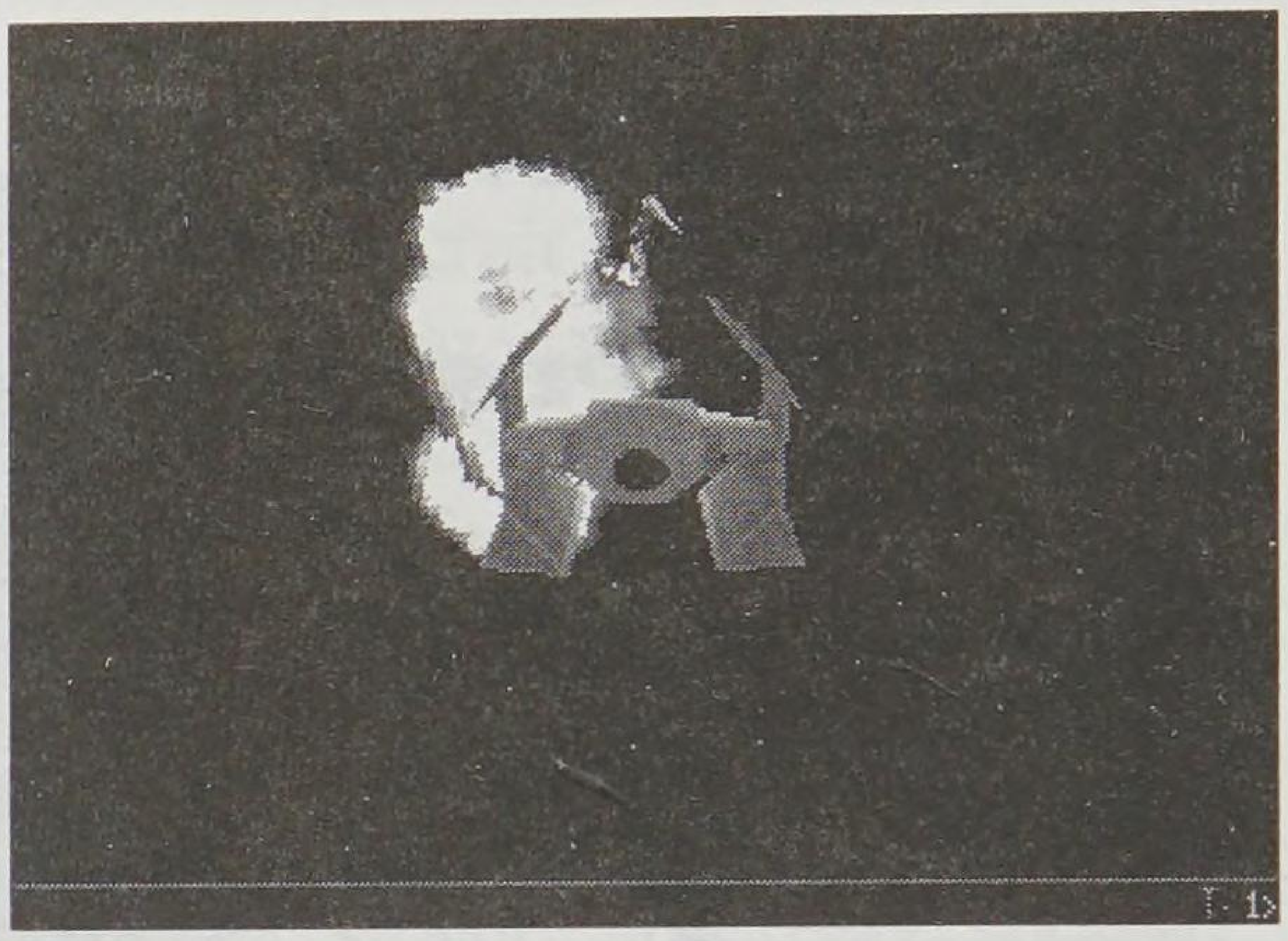


Advanced concussion missiles fired.

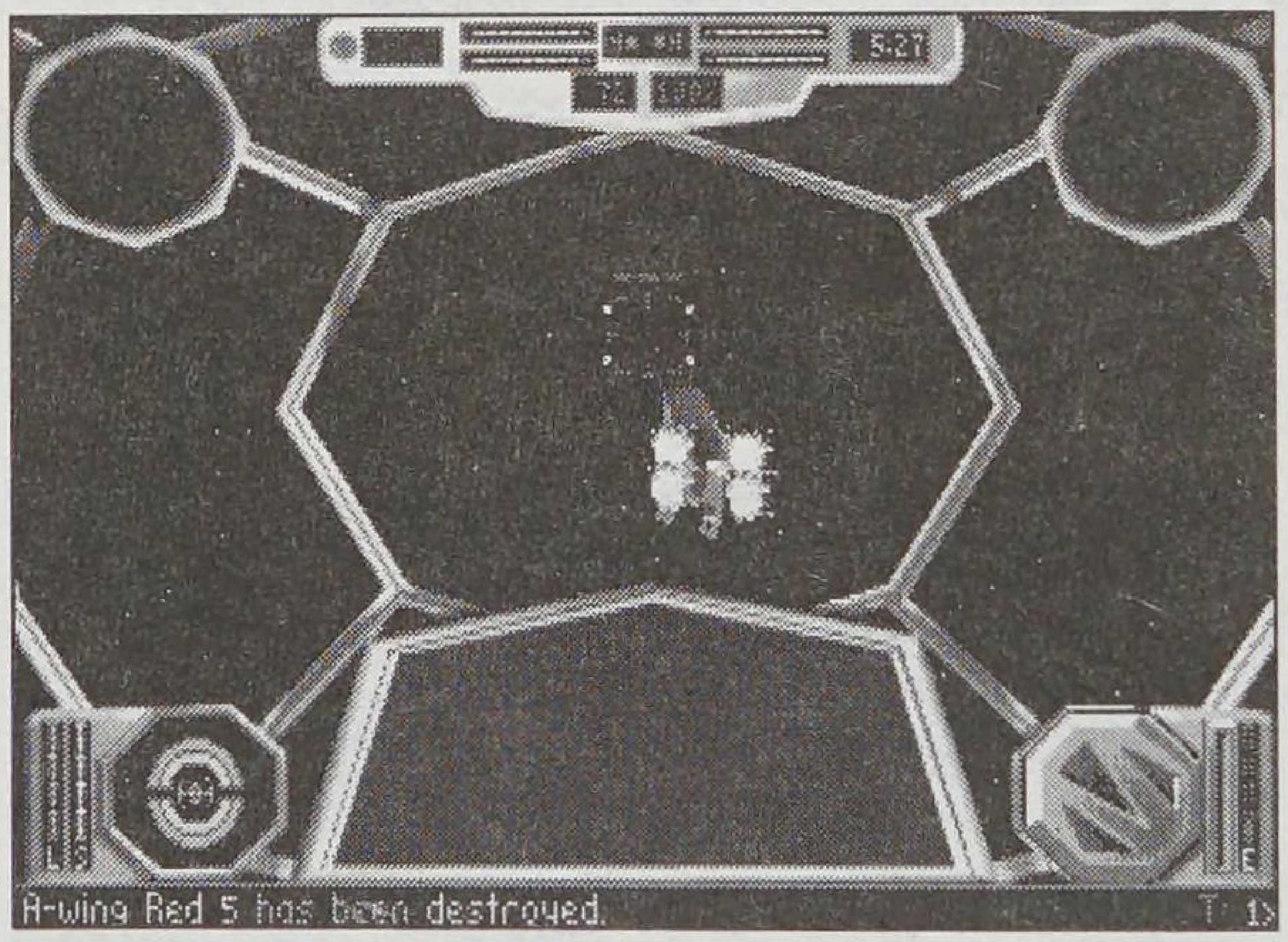
Firing at the B-wings.

We went out with advanced missiles and jumped into the area of the cargo convoy carrying the new TIE Defenders. It was good to be in a TIE Advanced again. I quickly ran through my mission start procedures, when, about 35 seconds after I arrived, a pair of A-wings popped in. I checked the map and found B-wing *Blue 1* at approximately 11 km. There were two other B-wings, each accompanied by a pair of A-wings.

I sent my wingmen after B-W *Blue 2* while I engaged *Blue 1*. Set lasers and shields to full and fired dual missiles at the B-wing. Then I set cannons on quad-fire and blew him up. I returned to the map to check on other enemies. I decided to go after B-wing *Blue 3*, who was nearly 11 km away. Meanwhile, the A-wings were after my wingmen and one of them fired a missile at me. I decided to put my shields on full to the rear and try to outrun the missile. Meanwhile, I locked onto B-W *Blue 3* and fired dual missiles at him. I heard a message over the comlink that boarding operations had been completed. Good. Now to finish off *Blue 3*. *Blue 2* was fragged. My wingmen had come through.



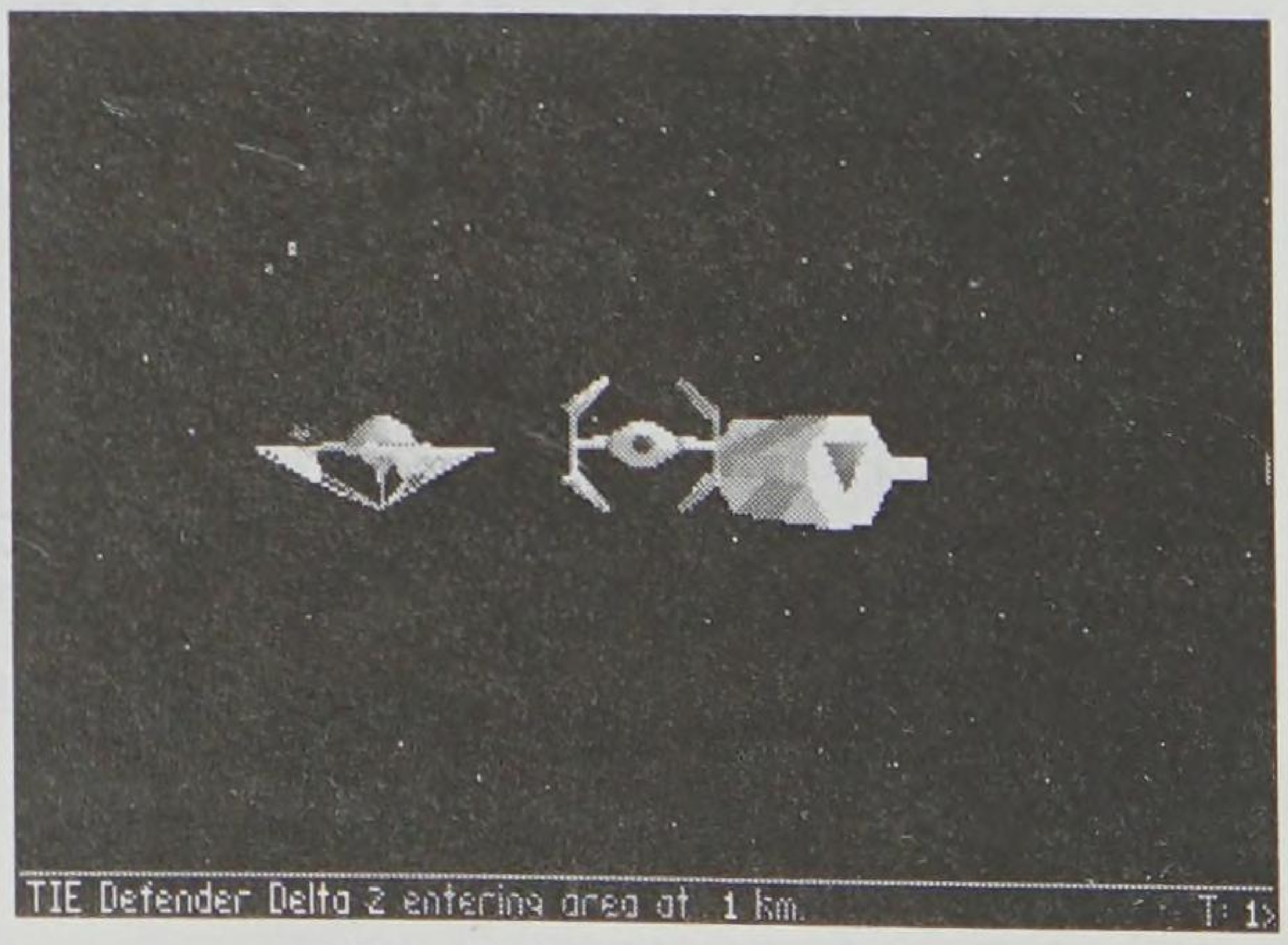
End of a B-wing.


A-wing Red 5 has been destroyed.

Taking out A-W *Red 5*.

Next, I engaged A-wing *Red 5*. I transferred some cannon energy to shields since I had take some hits, then set shield recharge to one above normal, laser to maximum recharge. I sent my wingmen after A-W *Red 3* while *Red 6* came after me. I finished off *Red 5* and turned into *Red 6*. After I had taken him out, I checked and saw that *Red 2* was 13 km away and was engaged by other Imperial ships. Even so, I put everything into engines and went full throttle to intercept. When I got within range, I reset my standard combat mode — lasers to full and shields to normal maintenance — and went after the nearest A-wing, which turned out to be *Red 4*. *Red 1* was leaving the scene, so I went full speed after him and fired a missile before he could go into hyperspace.

By this time, the TIE Defenders were all safe and it was time to go home.


TIE Defender Delta 2 entering area at 1 km.

The T/Ds are en route.

Debriefing

Primary Goals: All TIE Defenders must complete their missions
and
All cargo Ferries must complete their missions.
Bonus Goals: Destroy all Rebel craft.

Admiral Zaarin sent down orders for Maarek to join him in his private dining room. Two stormtroopers arrived to escort him. He had the strange feeling that one of the stormtroopers was staring fixedly at him, though it was hard to tell. You could never see a stormtrooper's face, after all. Still, it made him edgy. After the situation with Harkov, he knew there could be enemies around any corner. He considered asking Admiral Zaarin for some extra protection, but changed his mind. Still, he kept his distance from the stormtroopers and watched them for any suspicious move.

He made it to Zaarin without incident, and the admiral rose instantly to greet him.

"Ah, Maarek. It is good of you to join me," he said with remarkable humility for a man of such rank. "I had wanted to speak with you more."

Now, when Mordon had befriended him, Maarek had been a raw recruit, and only the fact that he had saved Mordon's life had justified the friendship that eventually developed. But now he was an accomplished and decorated pilot, and Maarek found himself thinking, Why shouldn't the admiral be friendly? After all, in his own way, Maarek had achieved some notoriety, perhaps even a little fame for his role in bringing Harkov to justice.

But it wouldn't do to act arrogant. He knew that. "I am flattered that you find my company enjoyable," Maarek said in his best courtly manner. He almost bowed, having heard that to be the custom among some in the Emperor's circles. But he did not.

Zaarin motioned toward the table, which was set with a variety of unfamiliar, but delicious-looking dishes. "Please share my meager fare," Zaarin said, continuing the mannered dialogue. "It isn't much, but I hope you will find it to your liking."

In all his life, Maarek had never seen such a spread, and he wondered what it had cost the admiral to set a table like this. Surely he didn't eat this way all the time? Maarek could hardly restrain himself. The food looked and smelled that good. At the same time, he couldn't quite shake the fact that there had to be a price to pay. What did Zaarin really want?

It didn't take long to find out. Oh, he was subtle enough. He didn't come right out and say it, but Maarek could read between the lines.

"That business with Harkov was terrible," he said over a bite of five-spiced hoksa steak. "I think he must have been a very disturbed individual."

Maarek nodded, sampling something that closely resembled grass cuttings, but melted in the mouth, leaving a vapor that filled his head with a sweet burning pleasure lasting several seconds, then stopped.

Zaarin watched appreciatively as Maarek momentarily lost himself in the sensation. Then he added, “His punishment was certainly appropriate.”

“Whose?” Maarek asked, having a really hard time concentrating on the subject of conversation.

“Harkov, of course,” Zaarin replied, gently insistent.

“I think he got off easy,” Maarek answered venomously.

“So you believe the Emperor is right?”

It was an odd question, and for a moment, Maarek was distracted from the food. “Right?” he asked. “Right about what?”

Zaarin raised a small crystal goblet to his lips, sipped, and returned it to its place on the table. He picked up his fork, appeared to study it for a moment . Finally he spoke again. “Do you feel that the Emperor is infallible?”

Maarek almost choked. This was almost treasonable, and it was only because Admiral Zaarin was such a high-ranking officer, that Maarek even considered the question. It was commonly acknowleged that Emperor Palpatine was beyond all scrutiny.

“I don’t see how I could possibly answer that question,” he told Zaarin. “It’s not possible for me to know.”

That seemed safe enough, and the admiral didn’t immediately have him arrested, so he decided he had answered correctly.

“So you approve of the way the Empire is run?”

This had to be some loyalty test, Maarek thought. And the fact was, he had been thinking about these very issues lately. Was Zaarin somehow privy to his innermost thoughts? Was he truly disloyal? There was something about Zaarin that put him on the defensive, but he wanted to trust him. He felt nothing but friendly intentions from the admiral, and he hoped he could be candid.

“To be honest,” he told Zaarin, “I think the Empire could do better by uniting all the planets peacefully. I sometimes wonder why the Rebel Alliance is still in existence when we so constantly defeat them in battle.”

“So you’re saying you have doubts,” suggested Zaarin.

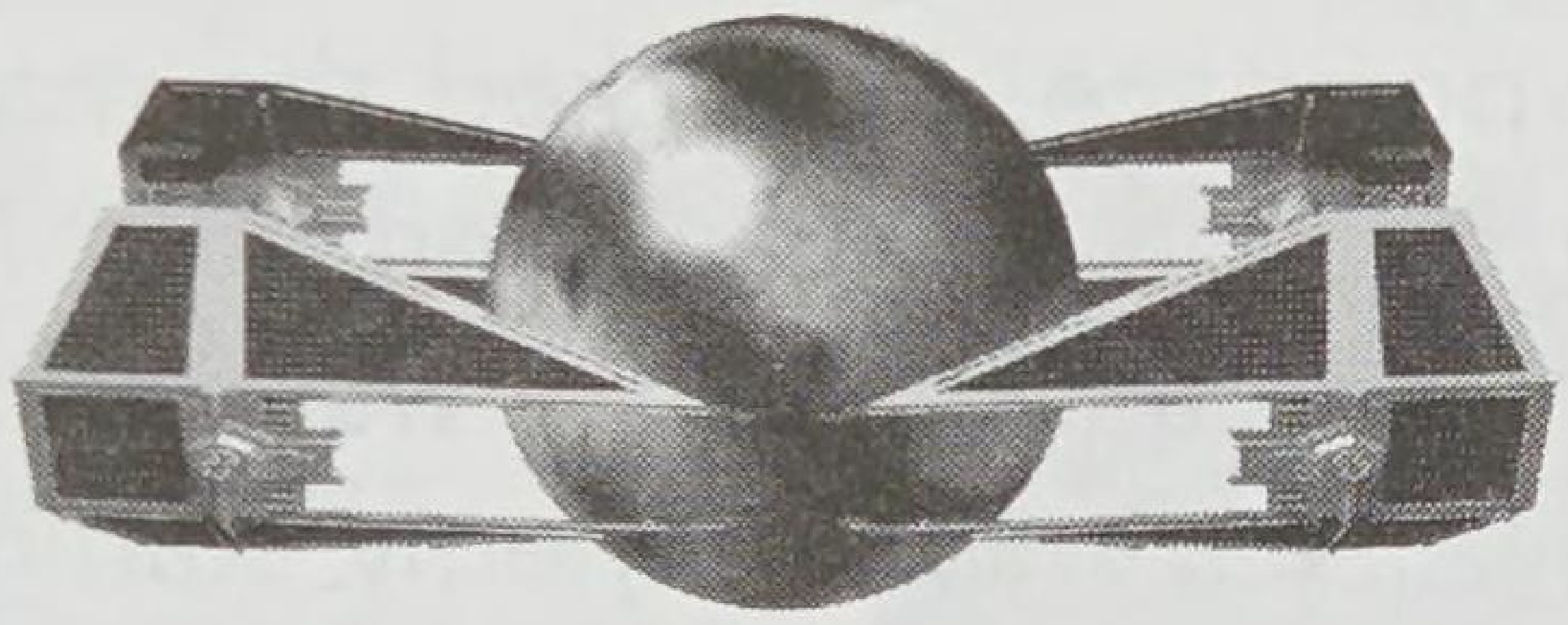
“No,” answered Maarek without thinking. “Not doubts, exactly. Just a little confusion.” Was there something in the food that made him talk too freely?

To Maarek’s immense relief, Zaarin changed the subject just then, and began talking about the new TIE Defender starfighter. During the rest of the meal, Zaarin was affable, congratulating Maarek on his successes and describing the state of the Empire in glowing terms that somewhat belied the questions he had asked previously.

At one point, Zaarin's assistant, Major Crundha, appeared, whispered something to the admiral, and then left. Zaarin stood slowly, wiping his mouth with a silky napkin, and excused himself.

"I'm sorry, Maarek. I must attend to some urgent business. Please stay as long as you like. There's still plenty of food. I hope you have enjoyed our little moment together."

Maarek thanked Zaarin, also rising from the table, but after the admiral was gone, he sat again and continued eating, unable to leave so many delicacies untasted. He also thought about the admiral's questions, and wondered what ulterior motives the man might have.

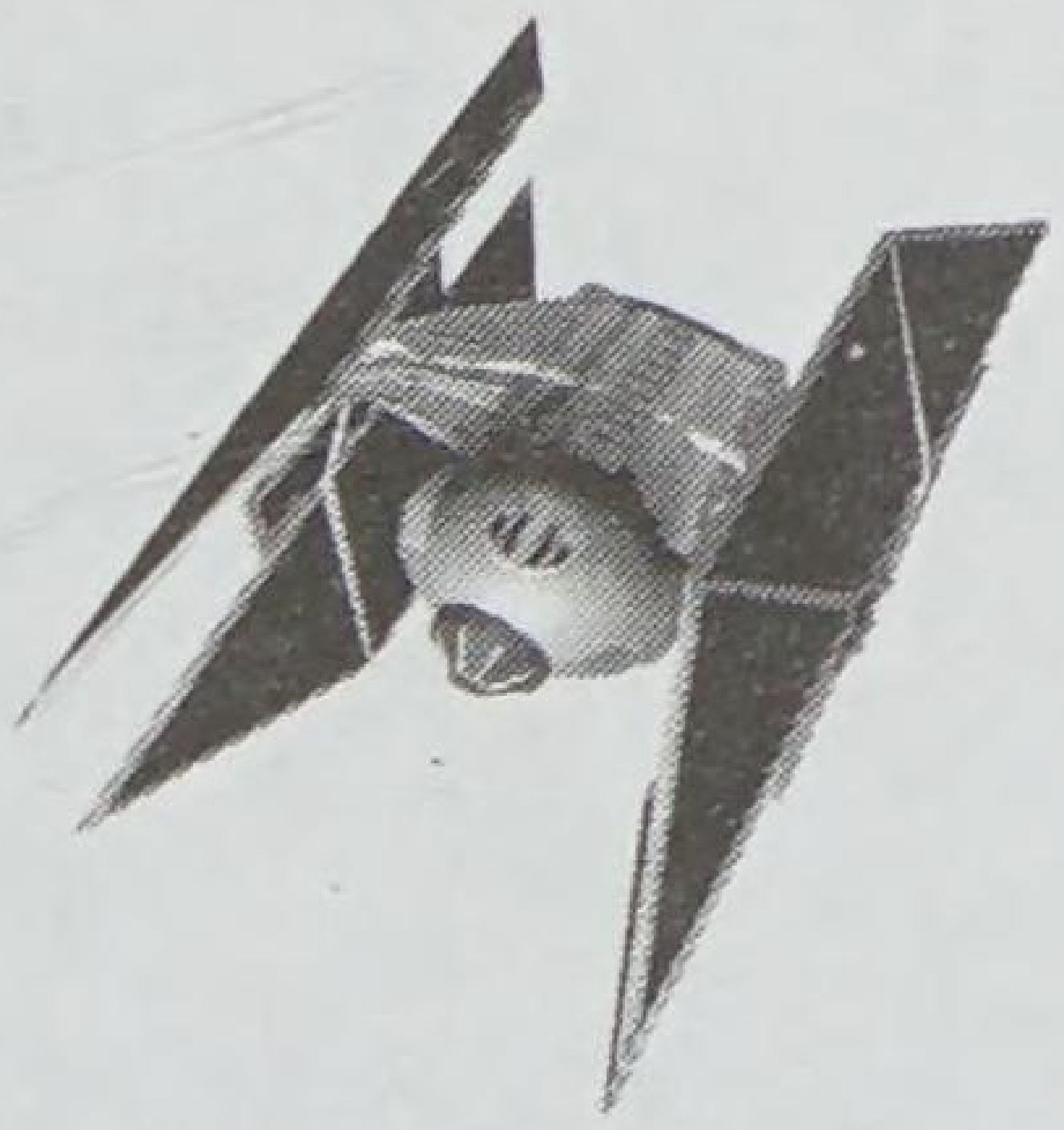


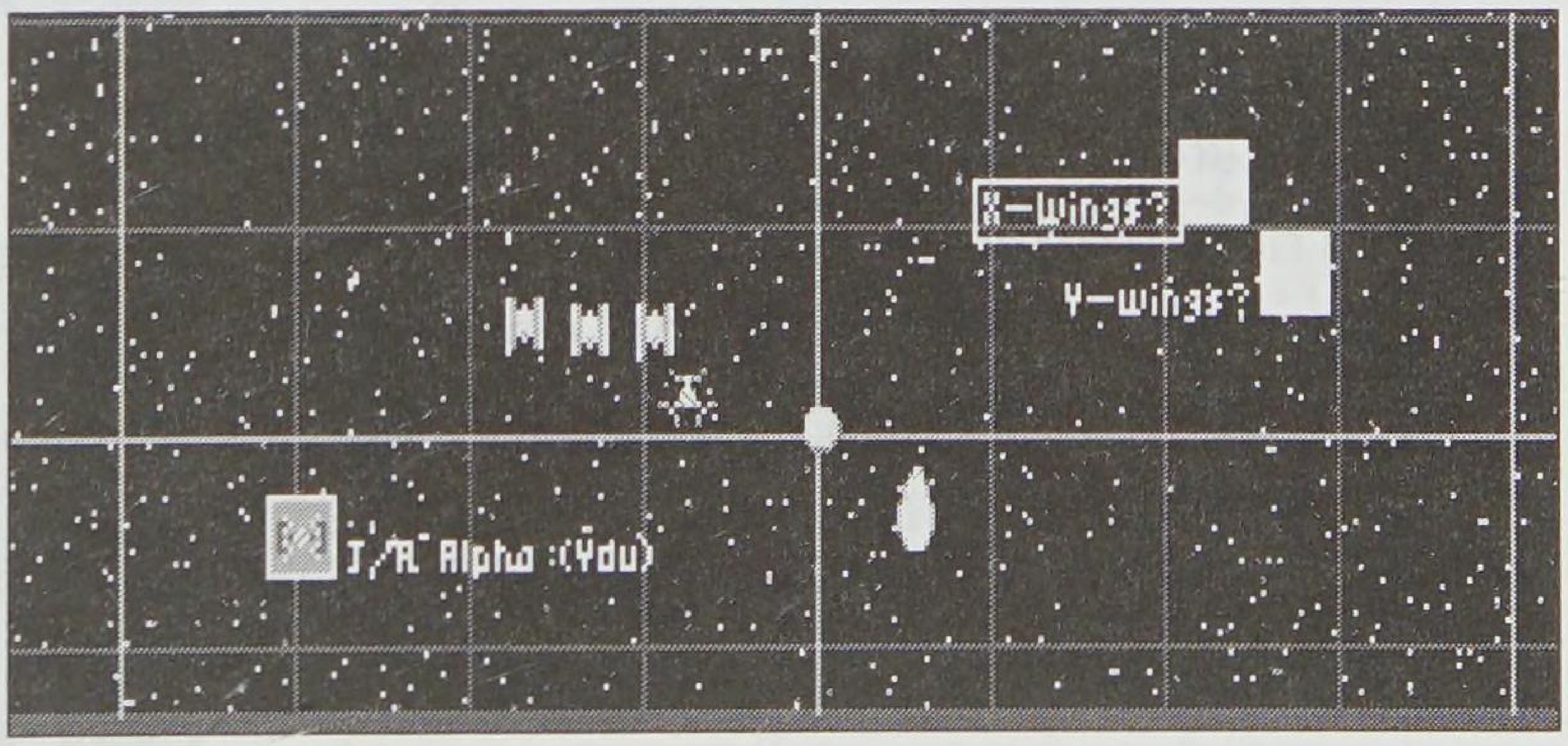
He was stuffed full of food when the robed man caught up with him.

"You will be going on a mission soon to escort the transfer of TIE Defender prototypes to an escort carrier. Be on the alert. We are concerned that all is not as it seems at this research facility. Do you have any questions?"

Maarek belched rather loudly. He had been about to voice his concerns about Zaarin, but now he was too embarrassed. The Order representative said nothing at all, and Maarek tried to imagine the sour expression the man probably wore beneath his hood. It almost made him laugh. Perhaps he had drunk a little too much Norvanian grog with the admiral, after all.

Mission Two: Prevent Rebel Ambush



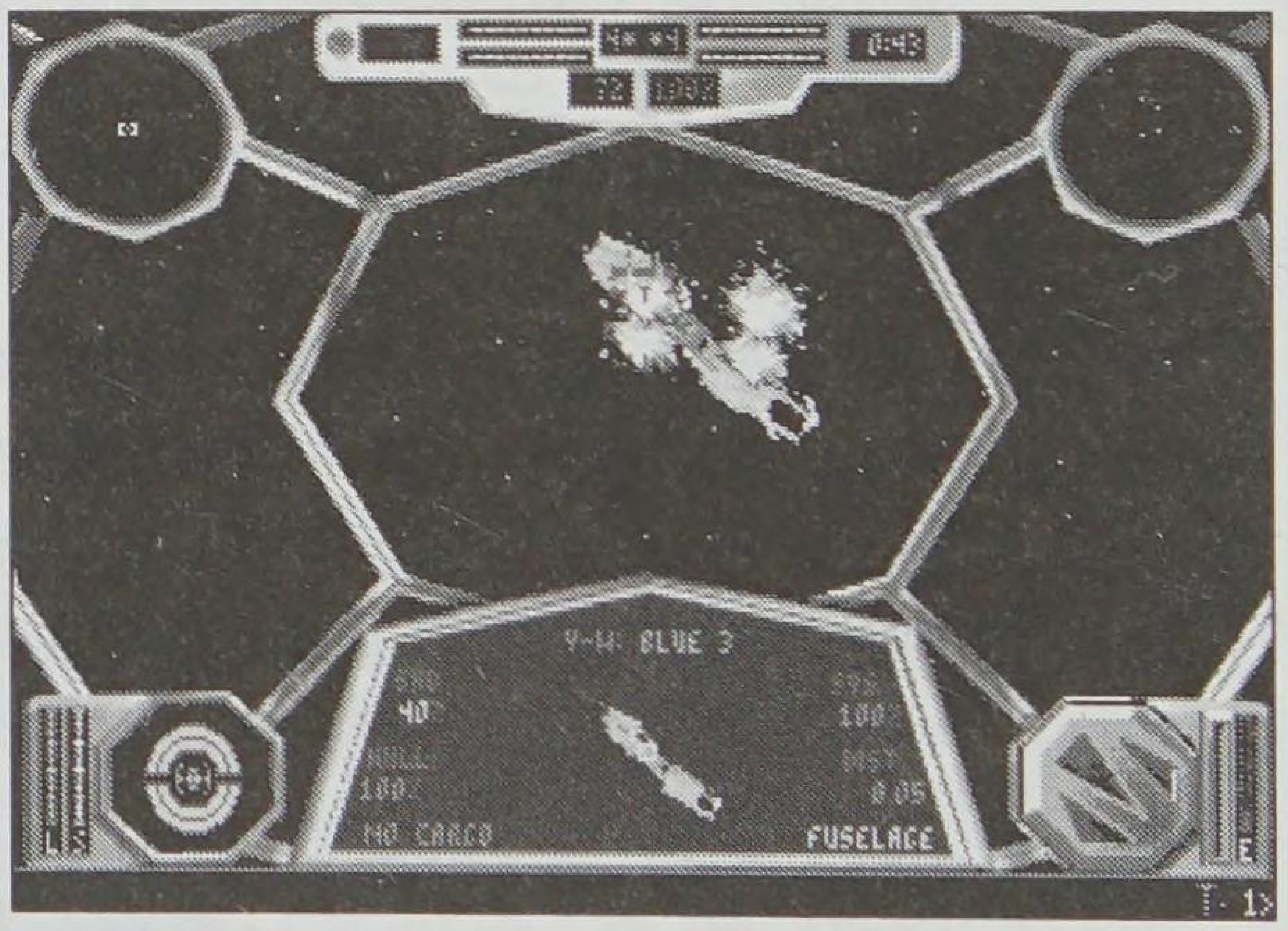


Mission Brief

The cargo ferry *Sela* is carrying the TIE Defenders to a rendezvous point near Vinzen Neela 5. There it will transfer the prototypes to the escort carrier *Hininbirg.* You will fly wingman in a three-ship group of TIE Advanced and sweep the area before the arrival of the *Sela.* Make sure nothing disturbs this transfer operation.

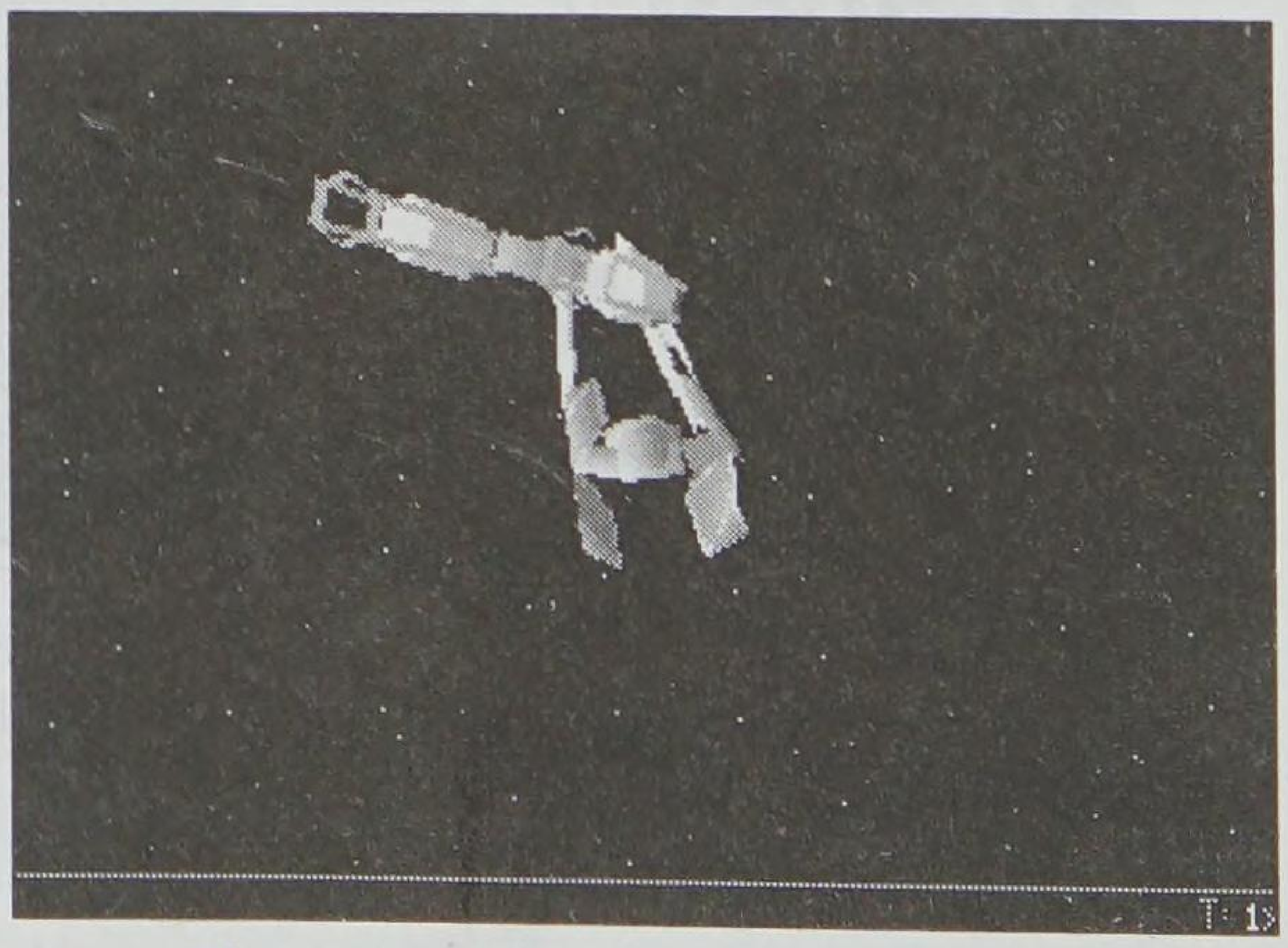
Secret Order
Lord Vader is displeased at the breach of security at Admiral Zaarin's facility. It is suspicious as we know Zaarin to be an exceedingly careful commander. We want you to take a close look at any Rebel craft that may show up at this rendezvous.

Stele's After-Action Report
Once I came out of hyperspace, I checked the map and found a pair of Rebel CRVs near a nav beacon. I saved them, the *Mar Duun* and the *Vop Hui,* to memory locations F5 and F6. They were about 7 km away from my current location, but there were some enemy starfighters closer at hand. I targeted the nearest one and engaged. My flight group was there ahead of me. I set lasers and shields to maximum recharge and bore down on Y-W *Blue 1*, switching to 2/3 throttle when I got near. About that time the *Hininbirg* entered the area. I quickly pressed the U key to target the *Hininbirg* and consigned it to memory location F7.

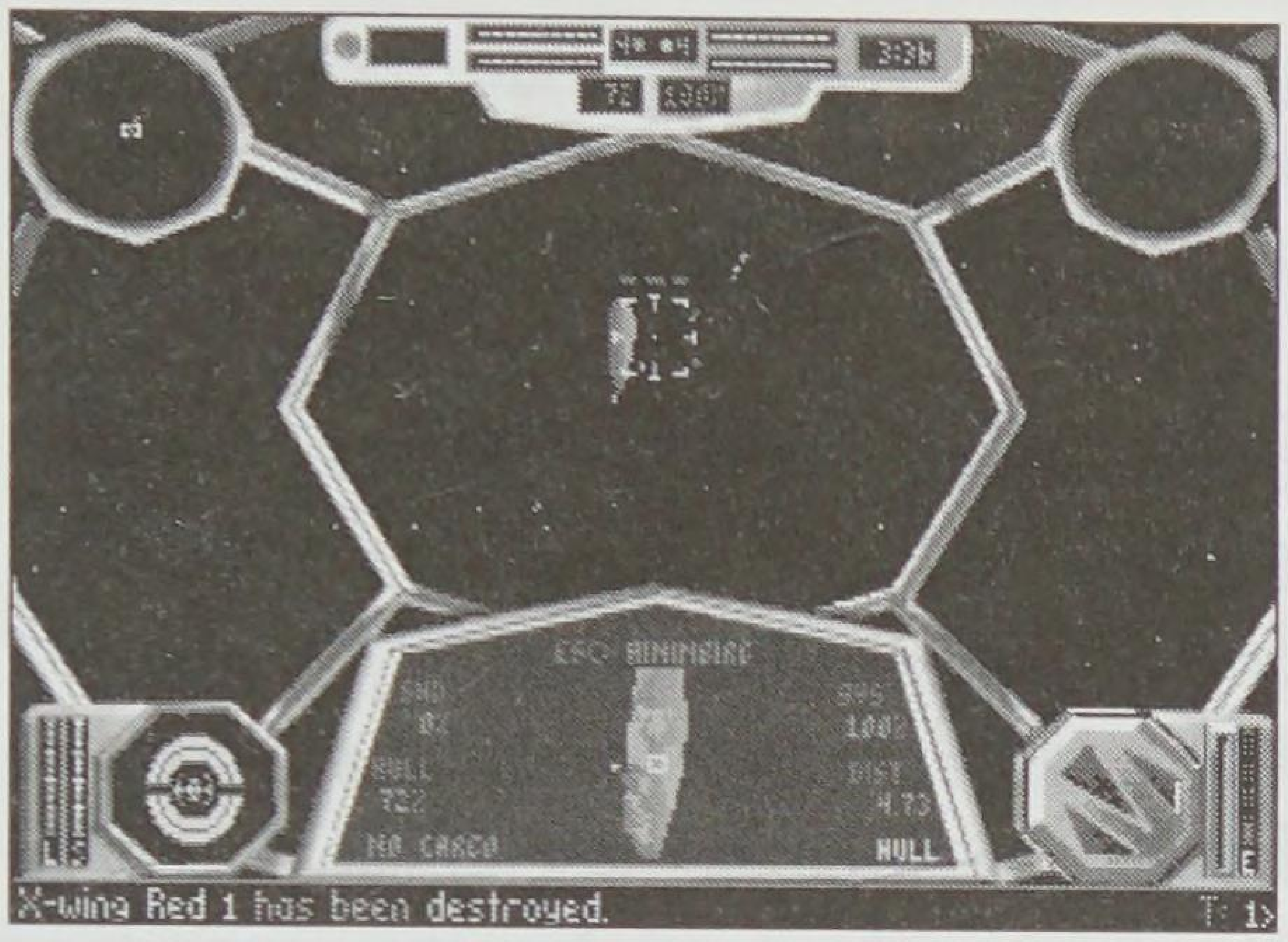


Shooting Y-W *Blue 3.*

I reacquired *Blue 1* and finished him off, cranked the T/A to full throttle and went after another Y-wing, this time *Blue 2.* I continued to take care of Y-wings *Blue 3* and *Blue 4.* Then I noticed that the *Hininbirg* was trading fire with the corvettes and getting plastered by mines. I targeted the *Vop Hui* (F6) and then targeted one if its gun turrets. I fired two missiles (in dual-fire mode) and then followed on another gun turret. Then I switched to single-fire cannons and went in firing rapidly. I kept at it until the *Vop Hui* was destroyed. I also managed to get very close and

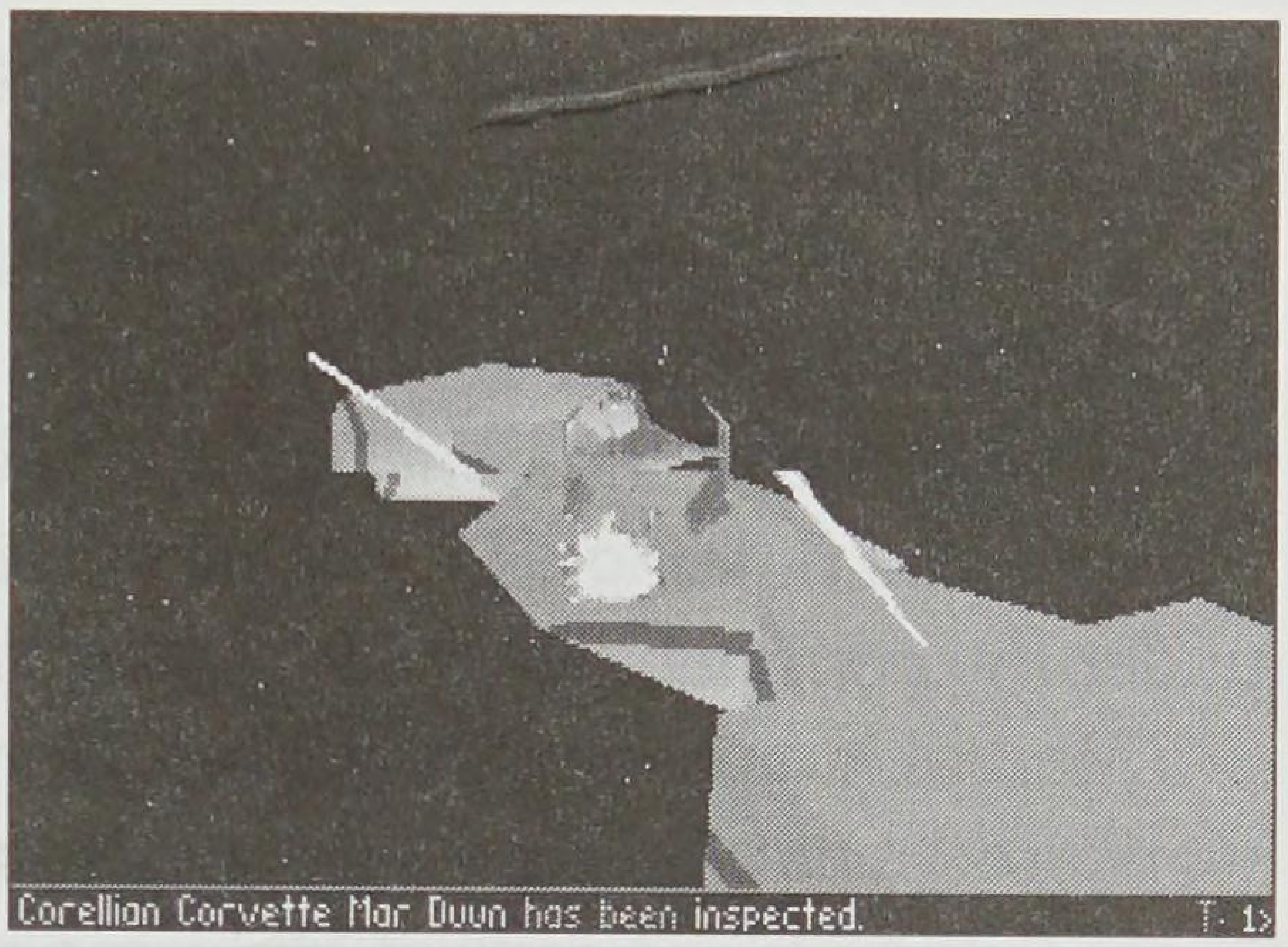


Close up deflection shot on a Y-W



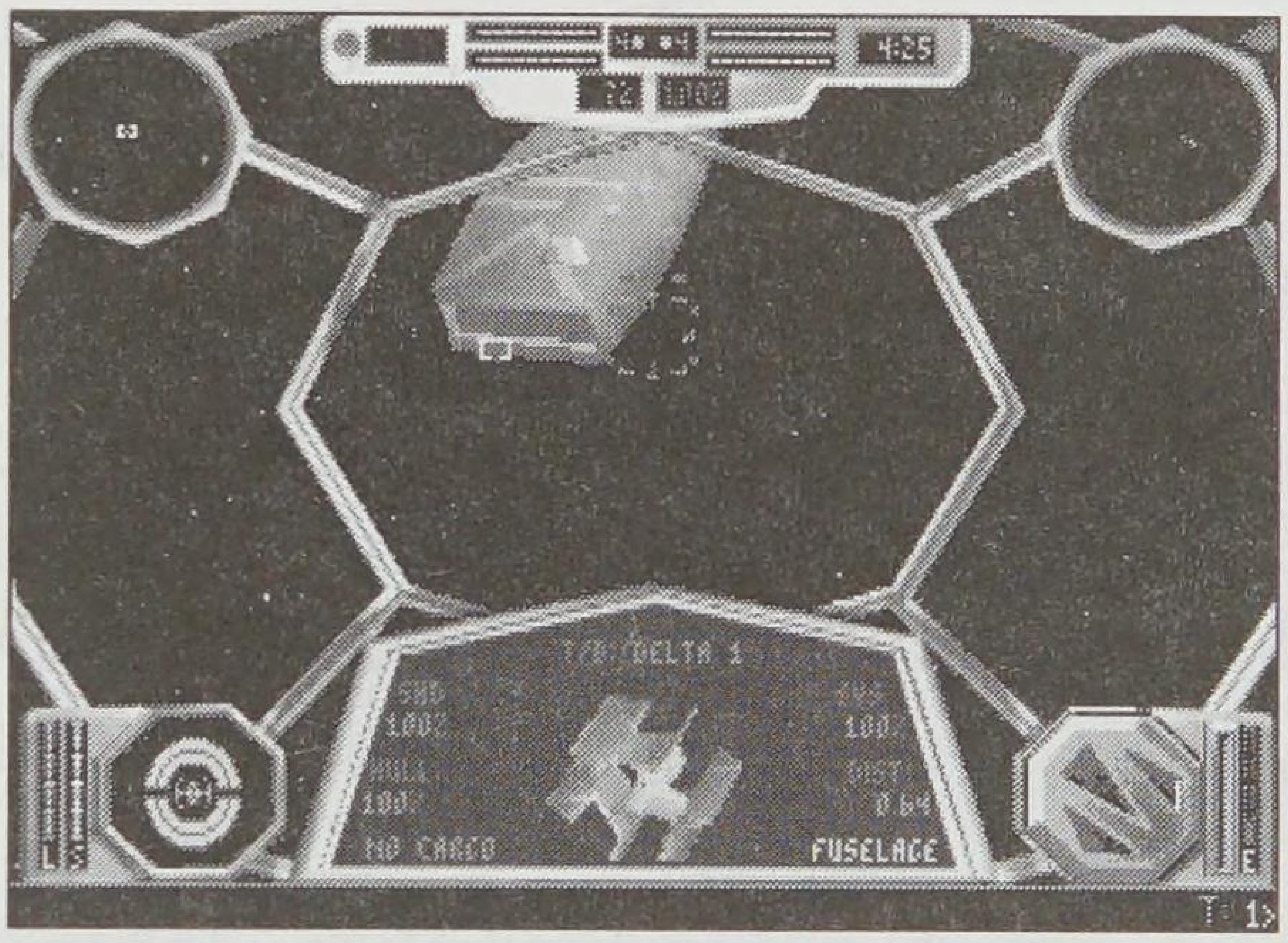
X-wing Red 1 has been destroyed.

Guarding the *Hininbirg.*



Corellian Corvette Mar Duun has been inspected.

Inspecting the *Mar Duun.*



T/D *Delta 1* is about to enter carrier.

inspect the CRV as well. While I was doing all this, the cargo ferries delivered their cargo containers.

Now I turned my attention to the *Mar Duun*, which was lying out mines. The TIE Defenders were leaving their containers on the way to the escort carrier. Meanwhile, several X-wings joined the battle. The cargo ferries entered hyperspace while I shot at mines and the *Mar Duun*. By the time I had destroyed the *Mar Duun*, the T/Ds had all entered the carrier. Note: I had to hit the *Mar Duun* with heavy fire because once he got below 50% hull damage, he would try to escape.

My wingmen had been busy finishing off some A-wings, so I turned and engaged X-wing *Red 7.* I had to slow down to do so. I followed *Red 7* with *Red 8*, then *Red 6.* I had to keep the carrier protected until he reached his hyperspace jump point. I pressed Z to see how long I had to wait. One minute? Even though he was down to about 75% hull, he ought to make it. I kept after any Rebel craft that came near until the *Hininbirg* had successfully entered hyperspace. I followed soon after. A little more than eight minutes had elapsed.

Debriefing

Primary Goals: All TIE Defenders must complete their missions.
ESC *Hininbirg* must complete its mission.
Secondary Goals: Inspect CRVs *Mar Duun* and *Vop Hui.*
Bonus Goals: Destroy all Rebel craft.

Maarek met with Admiral Zaarin once more after the convoy had successfully delivered the TIE Defenders. Zaarin was far more serious at this meeting. He invited Maarek to take a seat in his office and sat on the other side of his desk. Major Crundha stood by his right side.

"I've come to the conclusion, Stele, that you are a loyalist," Zaarin began. Maarek said nothing. "I would like to invite you to lead a special squadron under my command. Would that please you?" he asked.

Maarek was taken aback. He hadn't considered such a possibility. He also wondered what the Order would think of this offer. Would they let him accept? "I am flattered," he replied diplomatically.

The admiral smiled. "If I were to give you an opportunity to lead a squadron of the most advanced starfighters in the galaxy, what would you say?"

"I can't think of a better opportunity, Admiral," Maarek told him, "but I wonder if I deserve it."

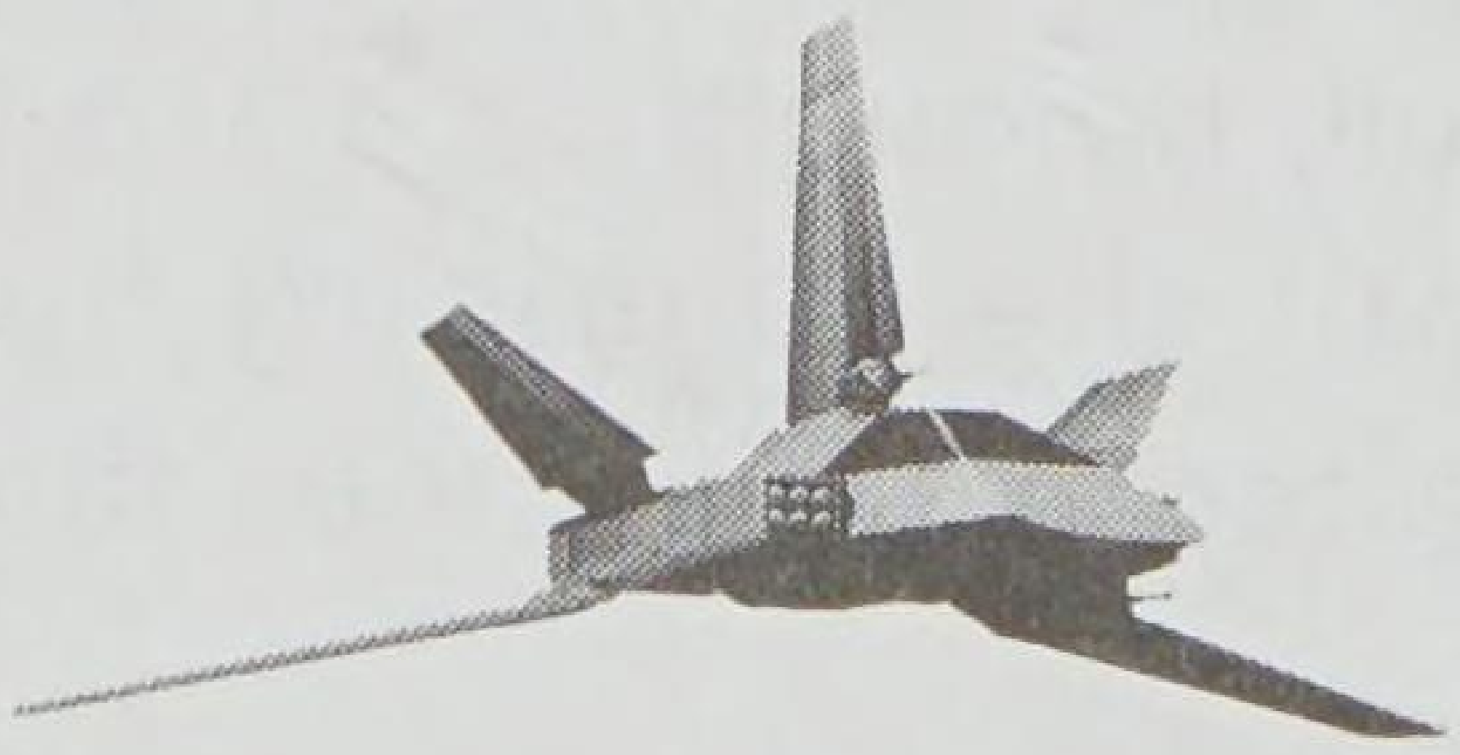
Zaarin went on as if Maarek hadn't said anything, casually fingering a ceremonial knife. "You would be responsible to me first, of course," he stated. "Could you place your loyalty in me, do you think?"

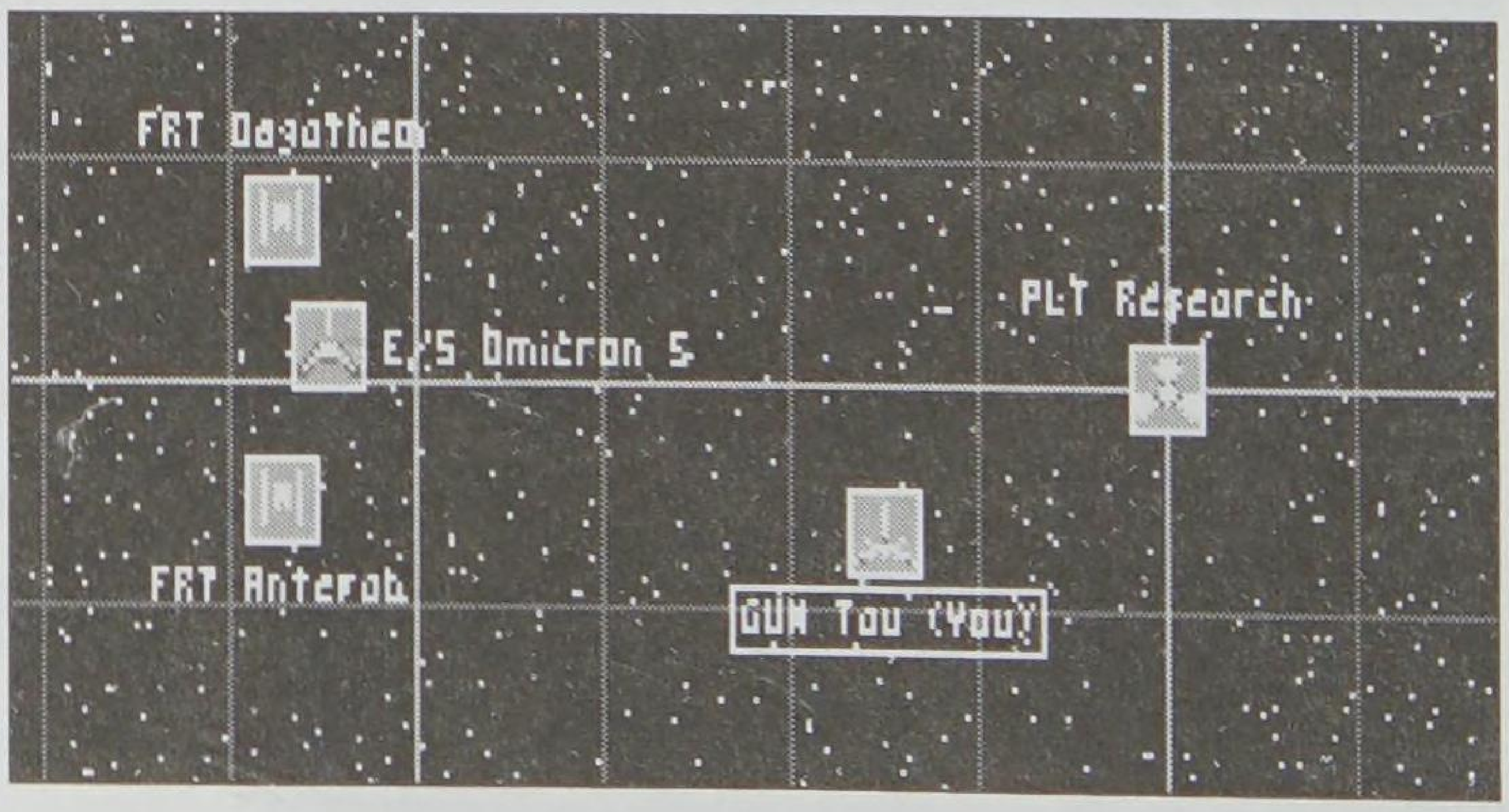
Maarek didn't stop to think about what Zaarin was asking. "Of course, I am loyal to you, Admiral Zaarin. You are an admiral in the Imperial Navy. There's no question of it," he said.

Maarek was beginning to feel uncomfortably warm. "You will serve me?" Zaarin asked.

"Yes," Maarek said despite himself. "Of course."

MISSION THREE: CONVOY ESCORT





Mission Brief

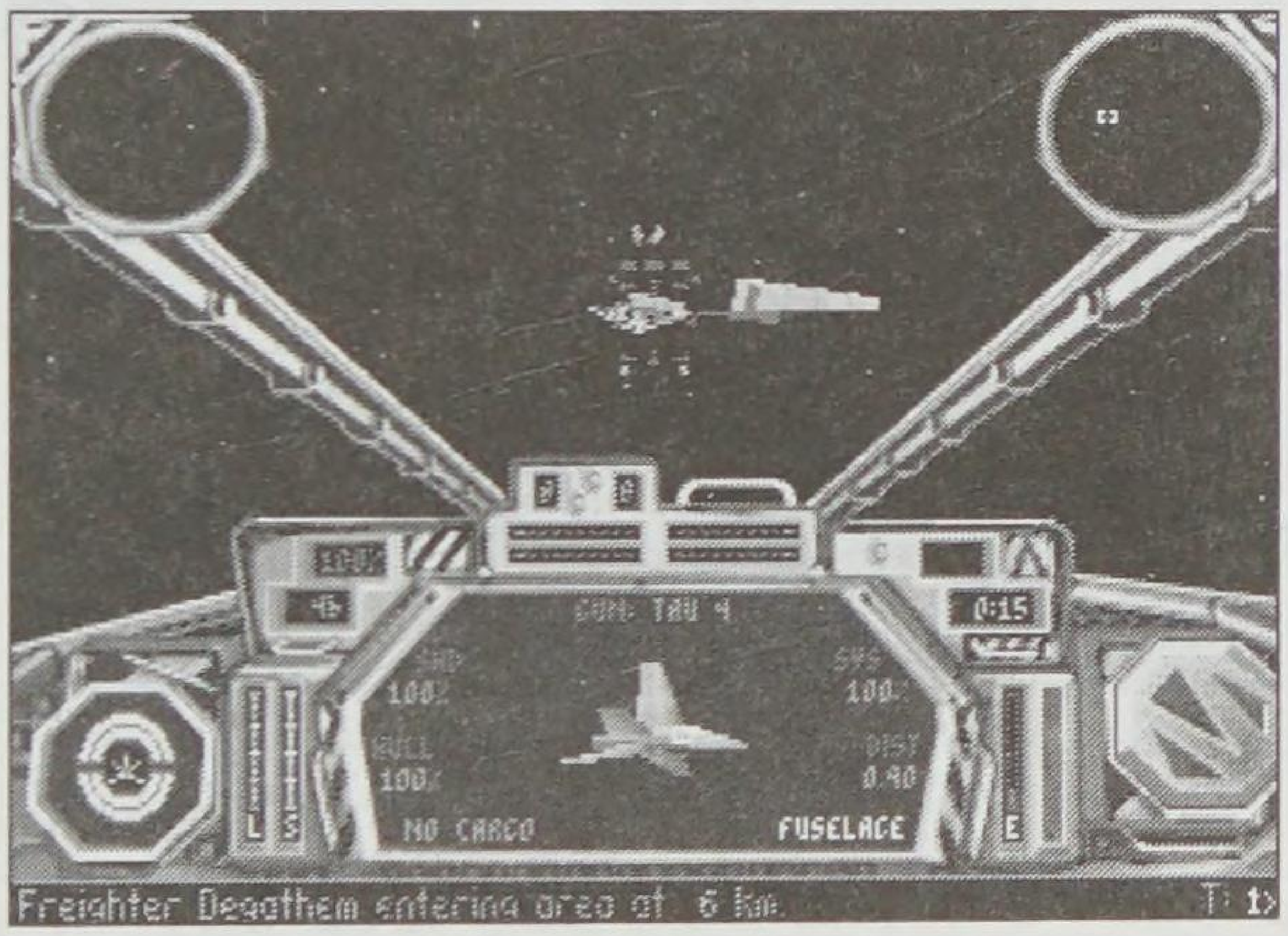
Admiral Zaarin's research labs have developed a new technology that could provide significant advantages for the Empire. Guard the supply convoy until it reaches safety. You will fly wingman in a four-ship group of Assault Gunboats. Watch out for sneak attacks.

Secret Order

Keep your eyes open and you may discover an opportunity. If you discover anything significant, we'll know what to do.

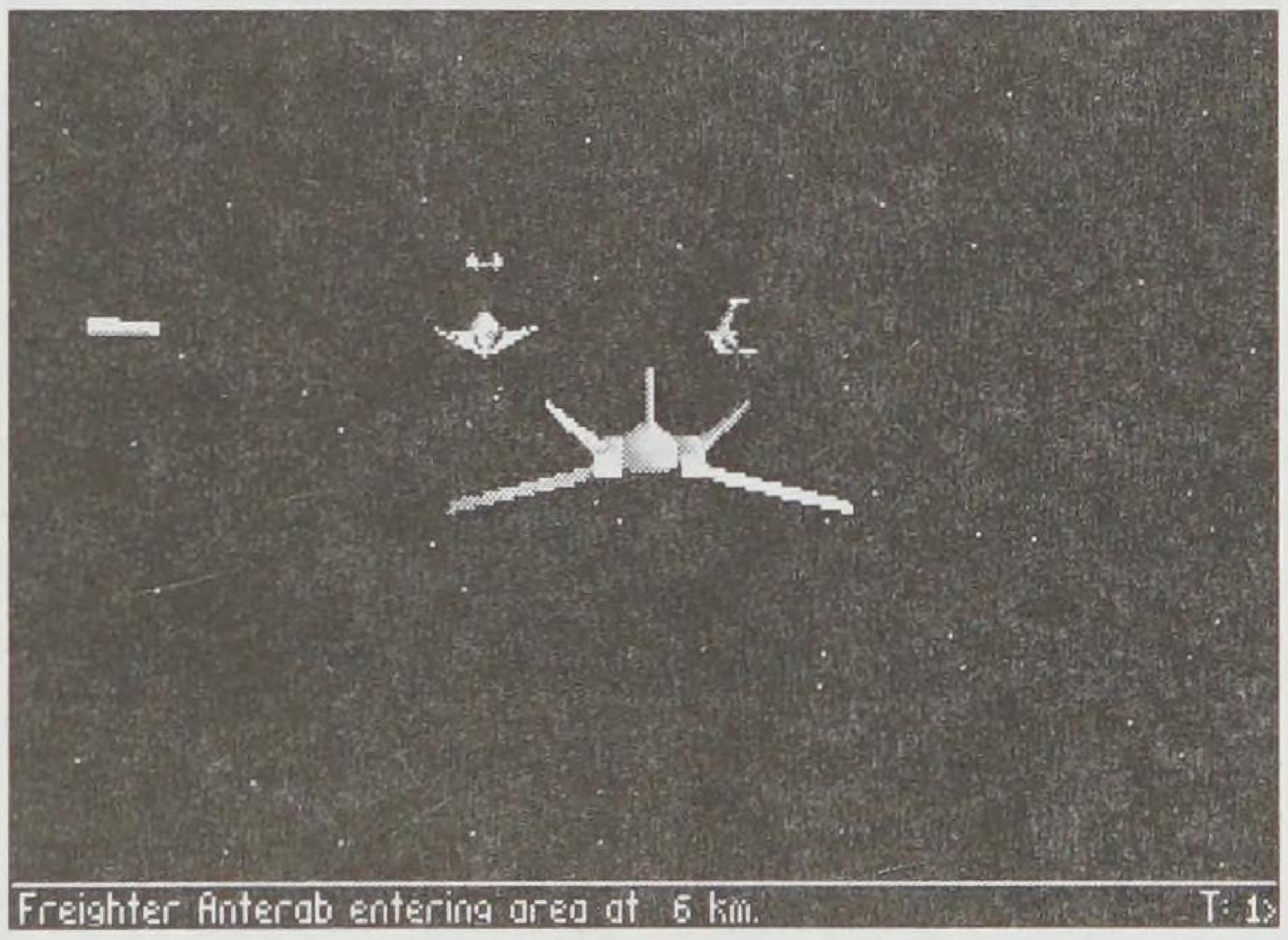
Stele's After-Action Report

I was back in an Assault Gunboat. It felt sluggish. Still, I had my mission. The research platform was about 3 km away. I quickly charged shields and set recharge rates. Standard mission start. About 10 seconds after my arrival, the convoy arrived. I saved freighters *Anterab* and *Degathem* to memory positions F5 and F6. E/S *Omicron 5* also arrived. The freighters were about 5 km away.



Freighter Degathem entering area at 6 km.

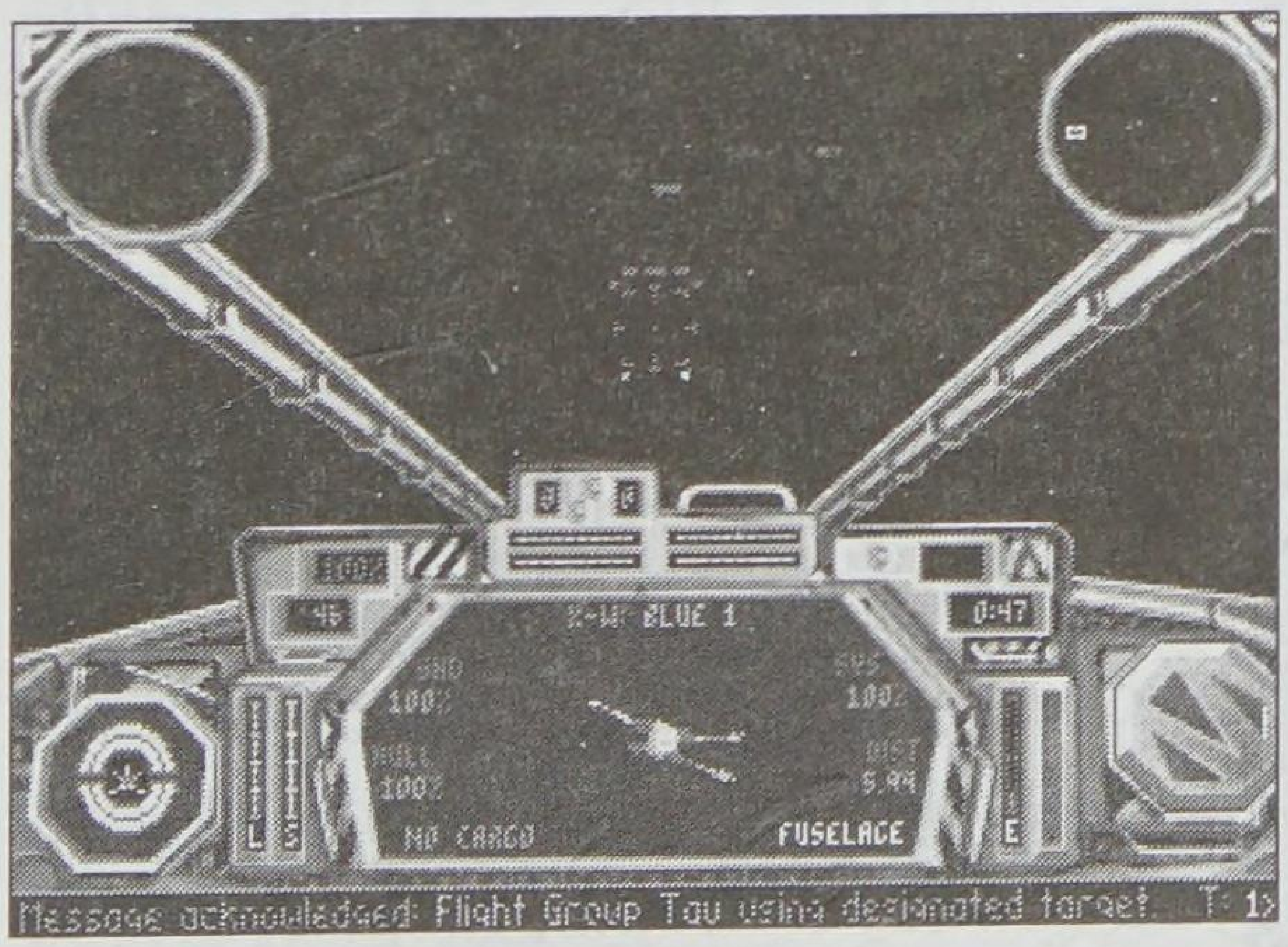
At mission start, FRT *Degathem* arrives.



Freighter Anterab entering area at 6 km.

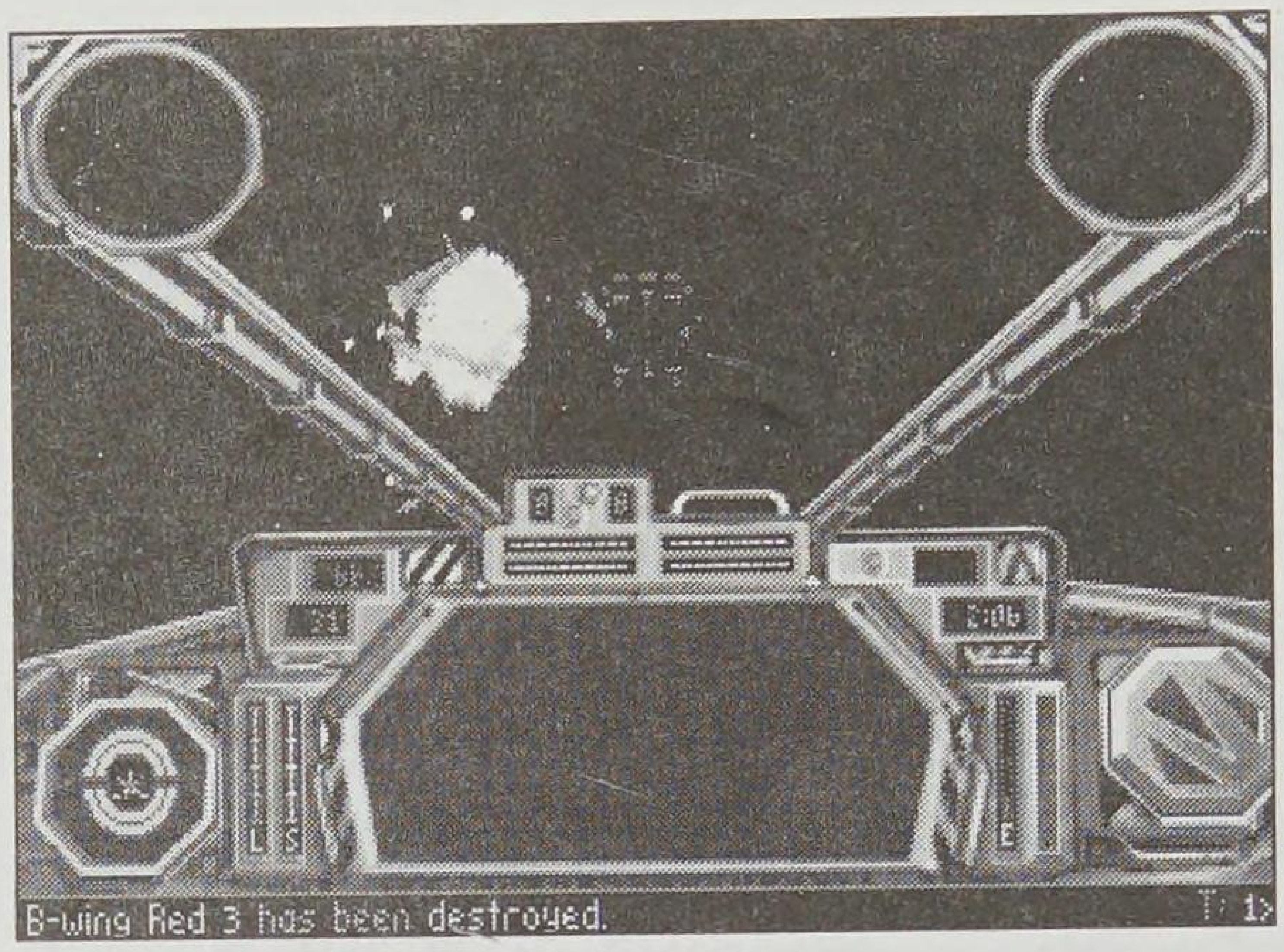
FRT *Anterab* also jumps in.

The Rebels wasted no time. A flight group of six X-wings (Blue) appeared and began a torpedo attack on the research platform. Five B-wings from Red group arrived about 7 km from me and I headed quickly to take them out. I ordered my wingmen to attack the X-wings, then sped toward the convoy in case the X-wings were just a diversion. Sure enough, I noticed some Rebel ATRs among the B-wings. I quickly fired three missiles into one of the B-wings, adjusted my shield recharge rate to maximum, and closed in to



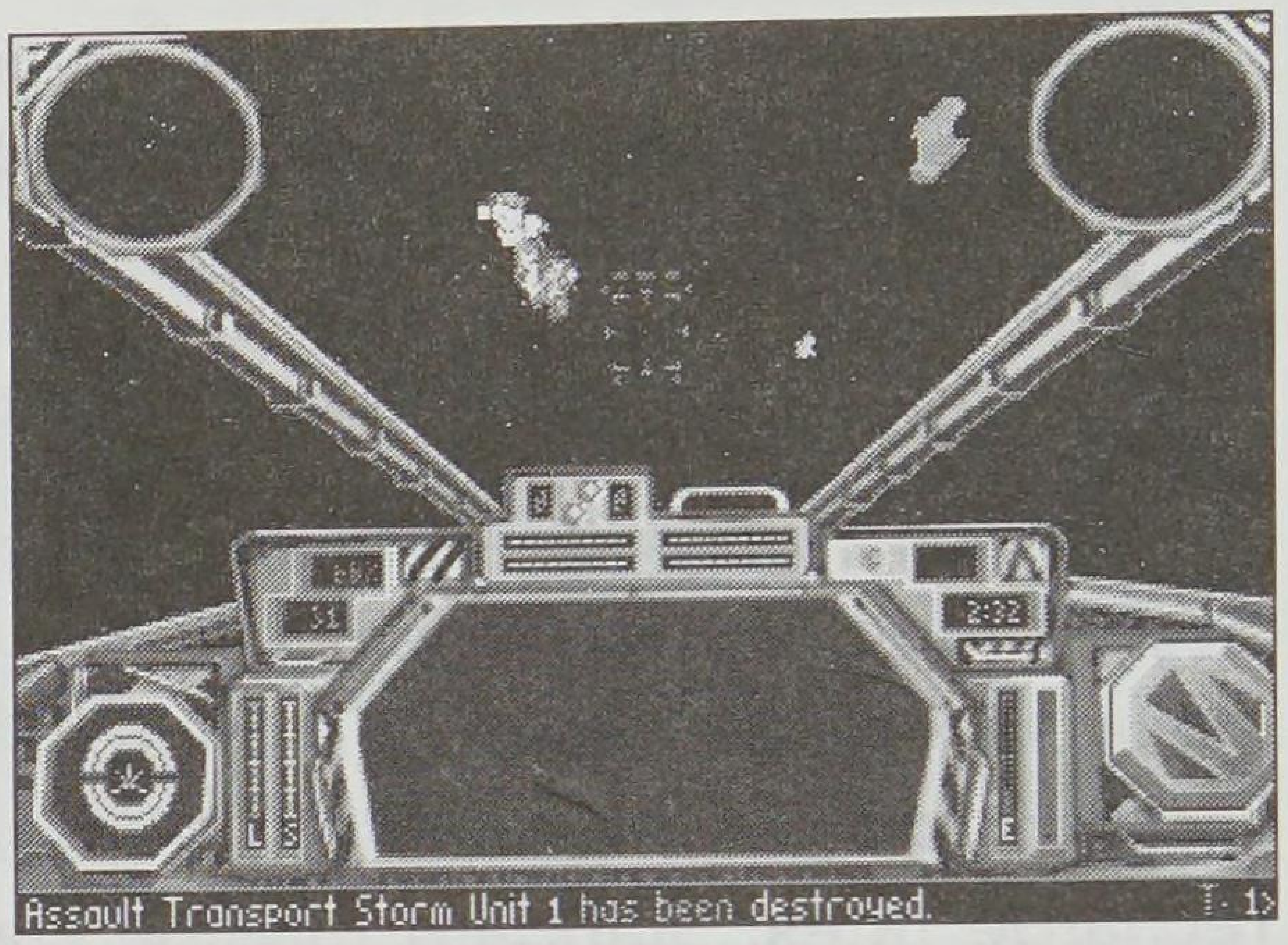
Message acknowledged: Flight Group Tau using designated target.

Sending wingmen after an X-wing.



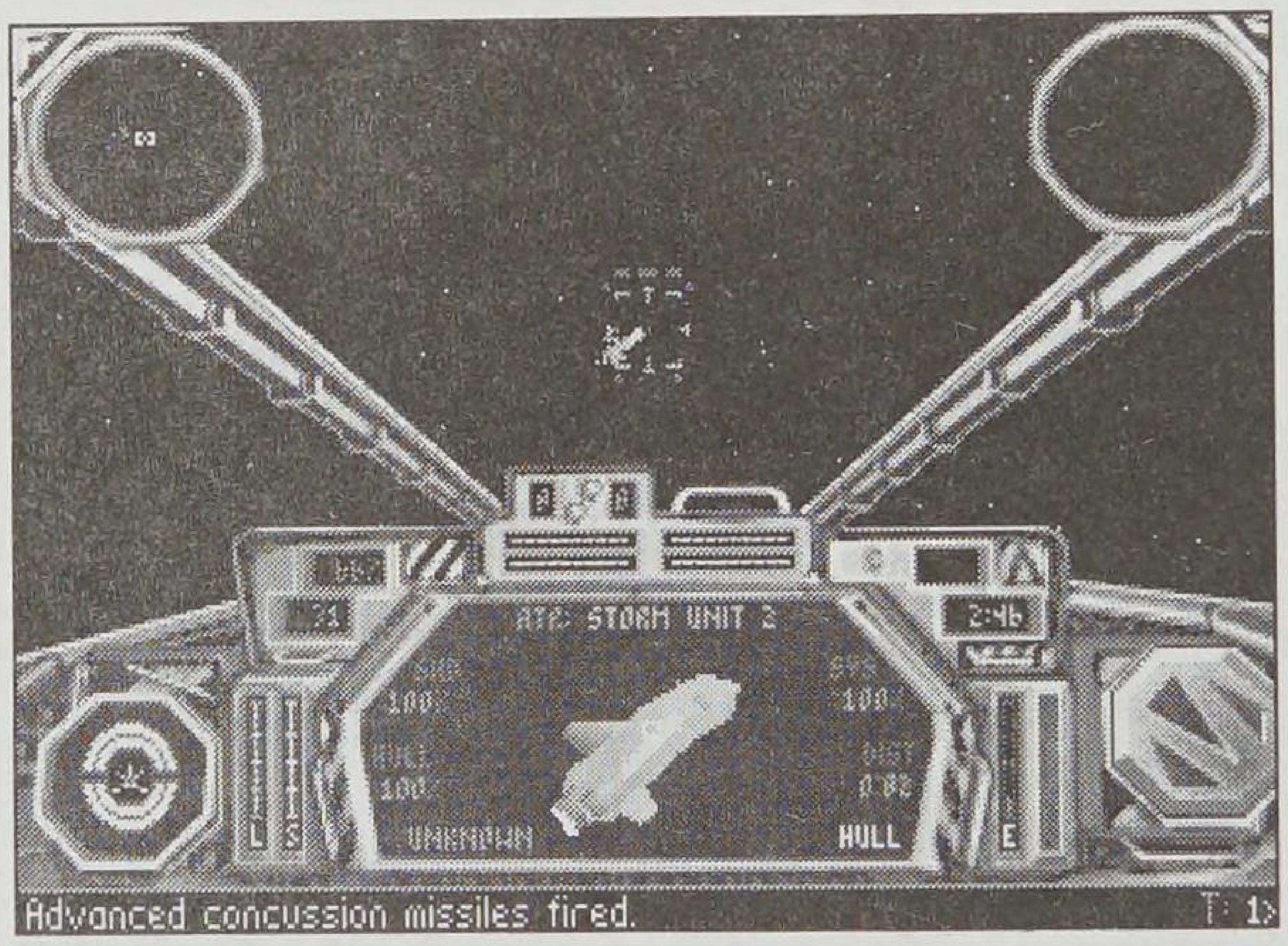
B-wing Red 3 has been destroyed.

B-wing *Red 3* is toast.



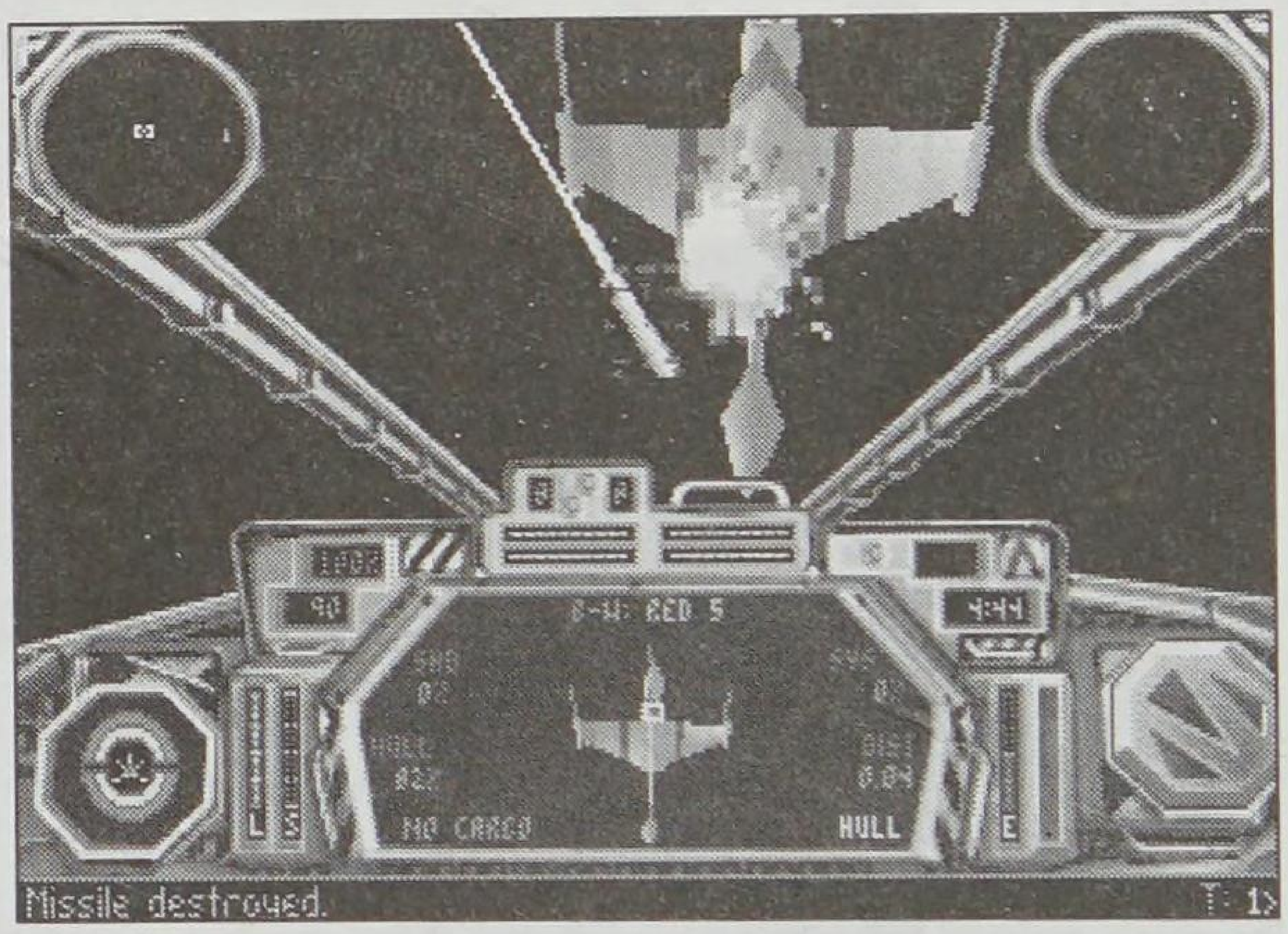
Assault Transport Storm Unit 1 has been destroyed.

One Storm Unit down.



Advanced concussion missiles fired.

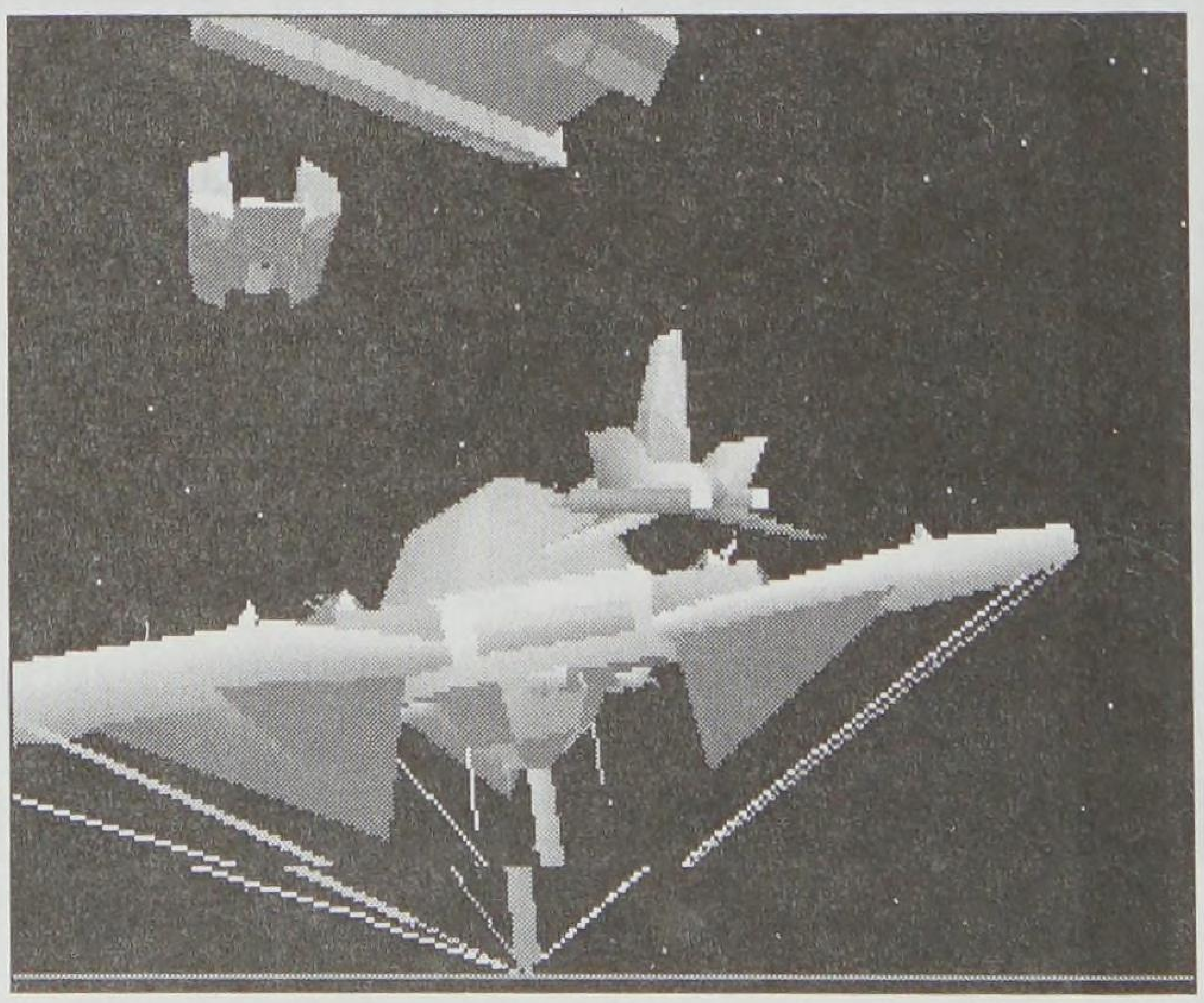
Attacking ATR *Storm Unit 2.*



Missile destroyed.

Disabling B-W *Red 5.*

finish off the B-wings with cannons. I got B-W *Red 2* and *Red 5* that way. Next, I went after the ATRs *Storm Unit 1* and *Storm Unit 2*, firing five missiles into each one right away, then finishing the job with cannons and wingmen. That pretty much did it for my missiles.



It was a nasty business, and I took a few hits, but we finally took out the two ATRs. Something was odd about the B-wings, and we were told to disable one. I'm not sure my wingmen heard the order, so I told them to get busy with some X-wings while I went in to disable B-W *Red 3.* I went after B-W *Red 4* next. I kept ordering my wingmen to attack the X-wings.

Meanwhile, *Anterab* was docking. I went after X-wing *Blue 2* while *Blue 6* went up in a fireball — good work by my wingmen! I went after X-W *Blue 4* and sent my wingmen after a new group of A-wings. The A-wings were after the disabled B-wings! I joined my wingmen to break up the A-wings' attacks and destroy them. In head-on attacks, I switched to single-fire mode and commenced rapid firing from 1.8 km out. We kept the Rebels engaged until heavy lifter *U3f14* was able to get one of the disabled B-wings. Then the freighters entered hyperspace and the mission was complete.

Debriefing

Primary Goals: Freighters *Anterab* and *Degathem* must complete their missions.
Secondary Goals: Heavy lifter *U3f14* must complete its mission.
At least one of B-W group Red must be boarded.
Bonus Goals: Destroy all of X-W group Blue for 1000 pts.
Destroy all of A-W group Gold for 500 pts.
Destroy A-W *Gold 3* for 250 pts.

"Trace! What are you doing here?" Maarek had been lying down, trying to catch up on his sleep. His meeting with Zaarin had left him drained. He didn't know what he had agreed to, or what exactly had happened between him and the admiral, but he was feeling very agitated and had come to his cabin to be alone, to rest and to think.

The door had announced a visitor — the research facility was full of little technological touches like that — and in walked Trace. Only now he was a major.

"I get around better these days," he answered.

They talked about starfighters and space battles a while — standard pilot stuff about close calls and heroic moments. Then Trace turned serious. He looked around the room as if expecting to see someone else there.

"Maarek, I know you and I have had occasional differences, but I want to ask you a very serious question."

Oh, no, thought Maarek. More questions. But he nodded. "Go on. . ."

Trace was quiet a moment before he spoke. His eyes bored into Maarek's, looking for something. Apparently he found what he was looking for, because he said, "I've been thinking lately about the Empire. And about the Rebellion."

Maarek felt his heart skip. Was this another test? Why was everyone questioning his loyalty all of a sudden? He was tempted to say, "So have I," but he kept silent.

"I mean," continued Trace, "how do we know we serve the side of right?"

Maarek's answer appeared to surprise Trace. "Does it really matter which side we serve?" he asked

"To me it does," Trace countered. "I've been thinking about your friend Grommet. I heard he defected."

Maarek bristled. "That has nothing to do with me." By what right did Trace bring up Grommet's defection? Especially since it had been so much on Maarek's mind of late.

"Still," Trace persisted, "you were friends. What do you suppose could have made him switch sides?"

Maarek decided to be frank. "I've come to the conclusion that loyalty is nothing like what I used to think it was. I think we are loyal either out of fear or out of an expectation of personal gain."

Trace's eyebrows rose. "So you don't think loyalty can be based on ideals or belief in something greater than yourself?"

"I used to," Maarek responded, "but now I wonder."

"Would it surprise you to find out that I am intensely loyal to an ideal?"

"No," answered Maarek slowly. "No, I don't think I would be surprised. The question is, what ideal is it that inspires your loyalty?"

"Yes," agreed Trace. "That is the question."

"And?" Maarek prompted.

"And, if I tell you, I want your promise — no matter what I say — that you will keep it to yourself."

"That's asking a lot," Maarek told him.

"Nevertheless," Trace said.

"All right. You have my promise." Maarek realized suddenly that he was excited. There was something terrible and yet fascinating about this conversation.

Trace didn't hesitate. "My name is not Trace," he declared. "I'm Hamo Blastwell, an officer of the Rebel Alliance."

Maarek's mouth fell open. He looked at the man before him in utter disbelief. Speechless, he waited for something to happen — the roof to fall in, perhaps.

But nothing happened, and Trace/Blastwell shrugged. "I think there's a decency about you, Maarek. You've never been an Imperial clone or butcher. You know what your problem is?"

Maarek still couldn't speak. He just shook his head.

"Your problem is you haven't seen the truth. You've seen what the Empire wants you to see. The Alliance is dedicated to the freedom of all beings, not just the privileged few. The Emperor and his minions are controlled by the Dark Side of the Force. You must come to understand this to grasp the terrible nature of the Empire."

Finally, Maarek found his voice. "Major, I don't know what you are talking about. Only a short time ago, I would have turned you in for what you've just said, promise or not. But I have been confused to the breaking point recently. Everyone somehow wants me. First Mordon, then the Order, the Emperor, Zaarin, and now you and your bloody Rebels. I don't know what Grommet found on your side of the fence, but I'm tired of everyone pulling on me. Now get the hell out, and count yourself lucky that I don't expose you."

Trace/Blastwell turned to leave, a pained expression on his face, which moved Maarek, despite his anger. "Listen, Major," he added, "I will think about everyone's position. I promise. I can't say you're wrong. I can't say you're right. I just don't know. Can you understand that? I don't even know if I believe anything anymore."

The truth is, at that moment, he felt like crying for the first time since his father's abduction. Everything had been so simple. Be wild. Fight. Destroy. Follow orders. Now, nothing made sense, and he was caught with no loyalty to give while everyone demanded it from him. His decision? Do nothing for the moment. Change could only bring disaster.

So he let Trace/Blastwell go. He did not turn the impostor in, but Maarek did avoid further contact with him. He tried to go back to the life he had led, to fly his missions, destroy his enemies, and not think twice about it. Unfortunately, the events of his life did not allow him to keep hiding.

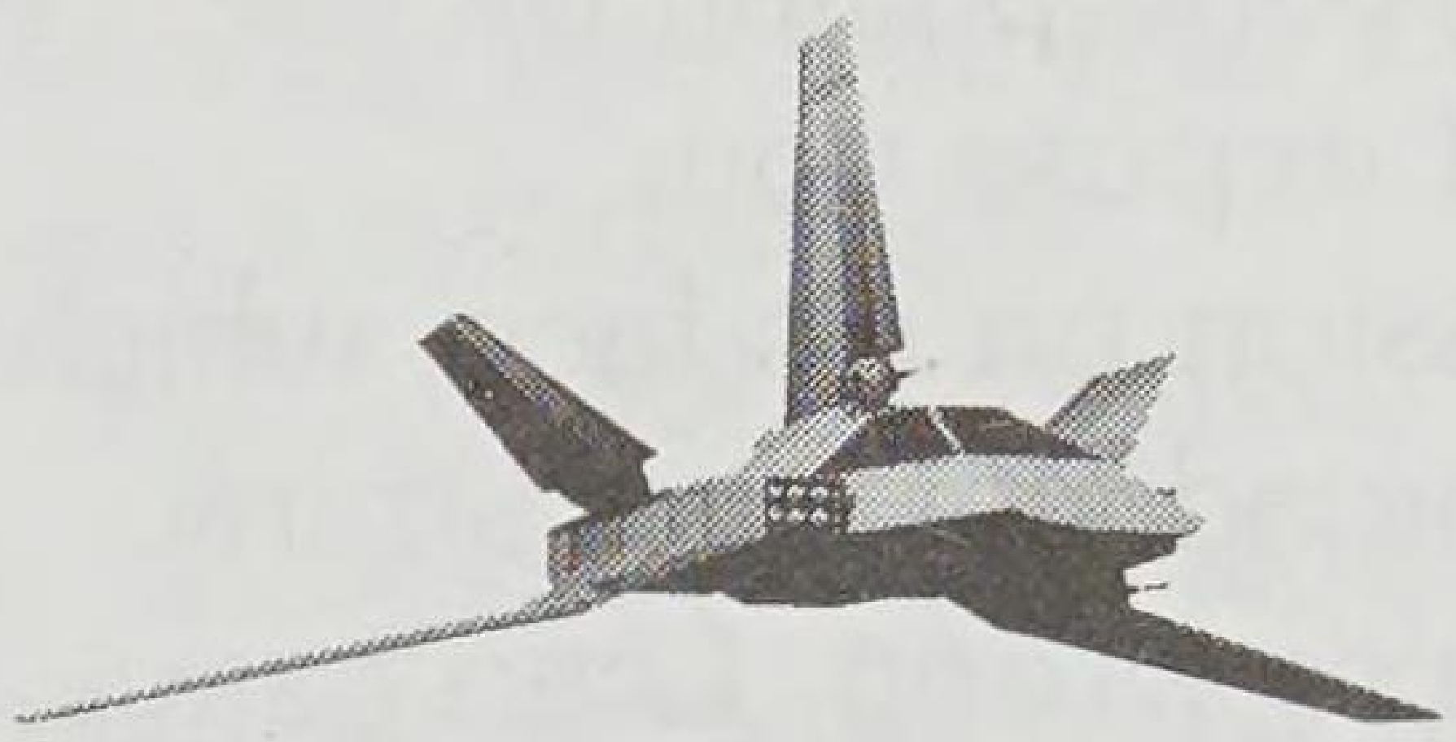
Elsewhere, Admiral Zaarin was studying a recent communique from Imperial High Command on Coruscant.

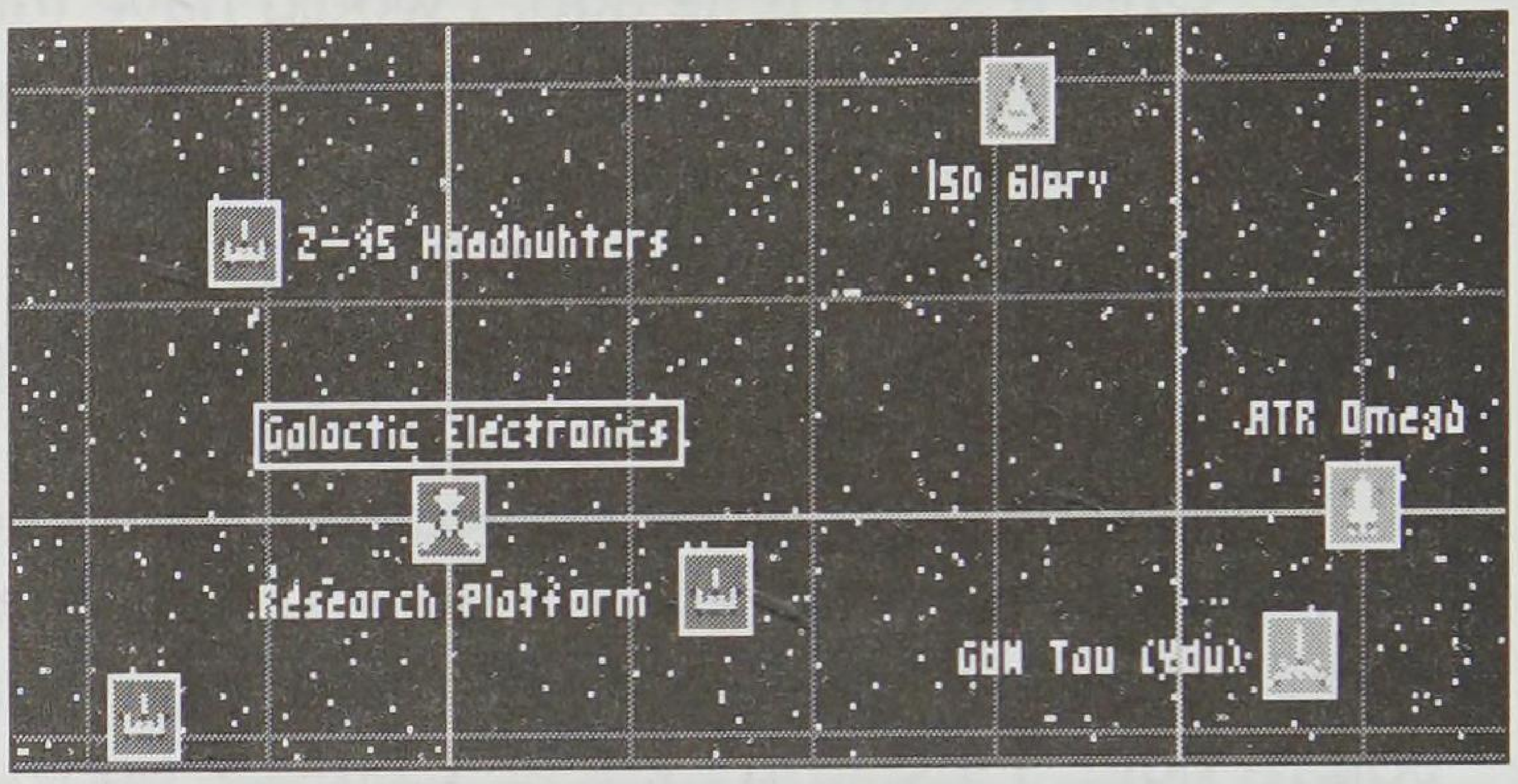
To Admiral Zaarin:
We have recently discovered treachery within the Corporate Sector. The traitors at Galactic Electronics have been selling their new technology to the Rebels. You have been selected to lead a punitive raid on the main Galactic Electronics research platform. This raid should serve as an example to all who would betray the Empire.
Recover any technology. Take all personnel prisoner. Destroy the base.

Imperial Communiqué No. 4445W-9940-5Q-4

"Major Crundha," said Zaarin after reading the message, "it's time to return to the *Glory*."

MISSION FOUR: PUNITIVE RAID




ISD Glory
Z-95 Headhunters
Galactic Electronics
ATR Omega
Research Platform
GUN Tau (You)

Mission Brief

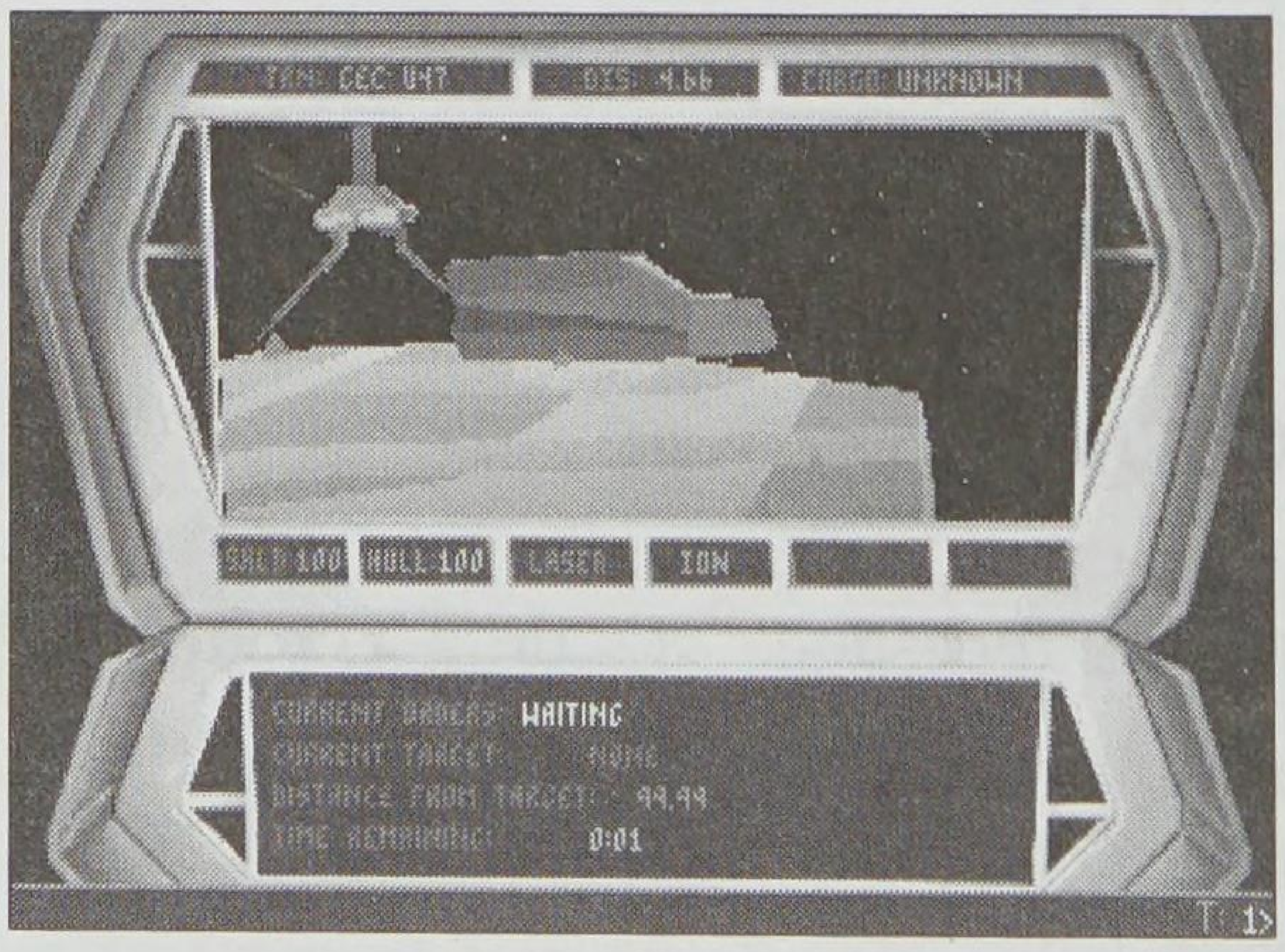
The traitors at Galactic Electronics are to be captured, their assets seized. You will fly as a wingman in a six-ship group of Assault Gunboats. Your task is to clear away any fighter defenses to make room for ATR *Omega*. Destroy any craft that attempts to escape.

Secret Order

Be on the alert for any escaping craft. Inspect and disable any suspicious ones. Also, try to disable any Rebel craft that might be carrying the new Mag Pulse beam technology.

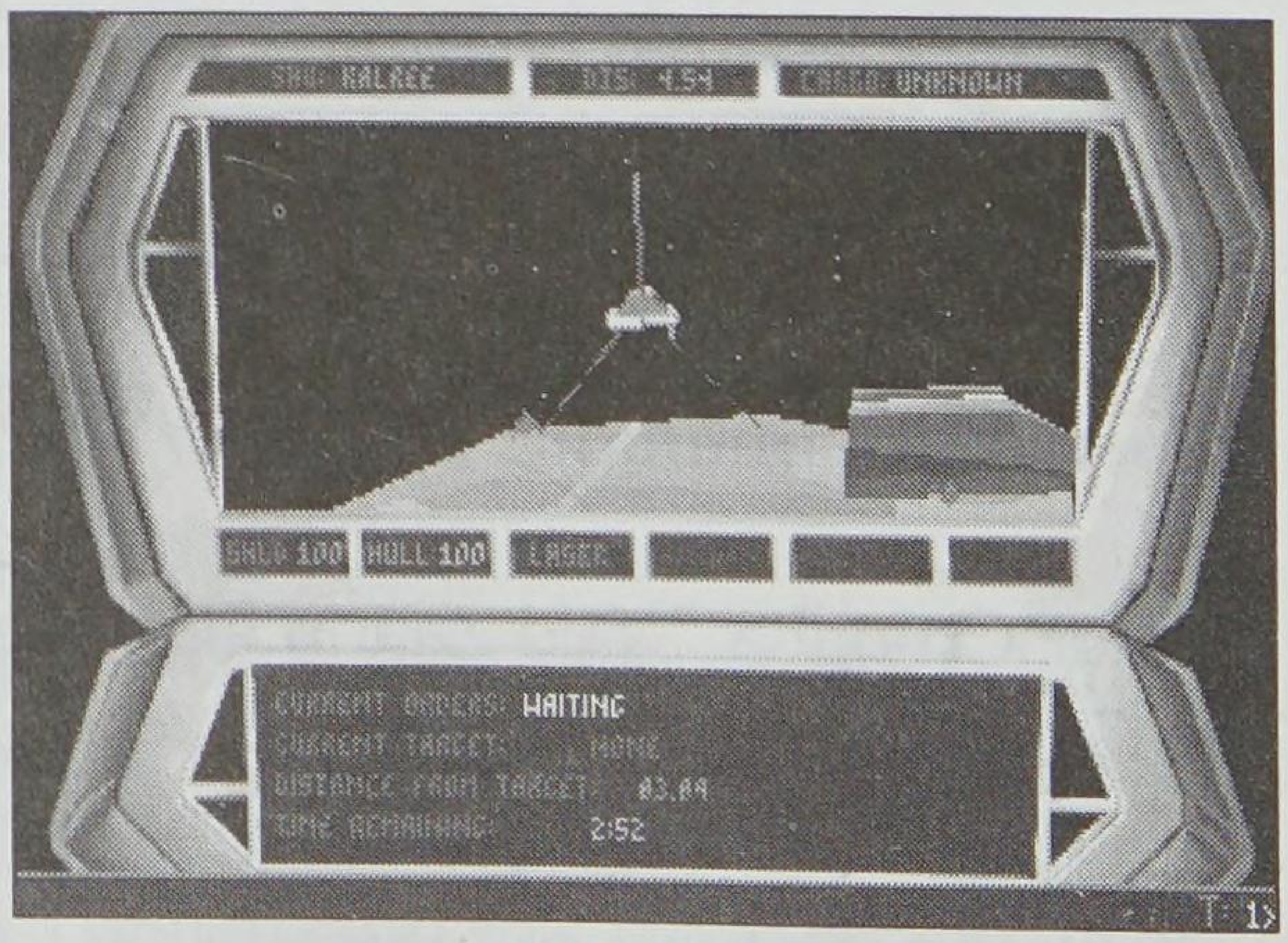
Stele's After-Action Report

We came in from hyperspace and proceeded with standard mission startup. I checked the map to discover 4 Z-95s on patrol behind us. The research platform was 5 km ahead. On the platform were various transport shuttles, containers, and some additional Z-95s. I saved TRN *GEC U47* to memory location F6 and SHU *Kalree* to F7. Then I targeted the nearest enemy and


TRN GEC U47
DIS: 4.66
CARGO: UNKNOWN
SHLD 100
HULL 100
LASER
ION
T: 1>

CURRENT ORDERS: WAITING
CURRENT TARGET: NONE
DISTANCE FROM TARGET: 99.99
TIME REMAINING: 0:01

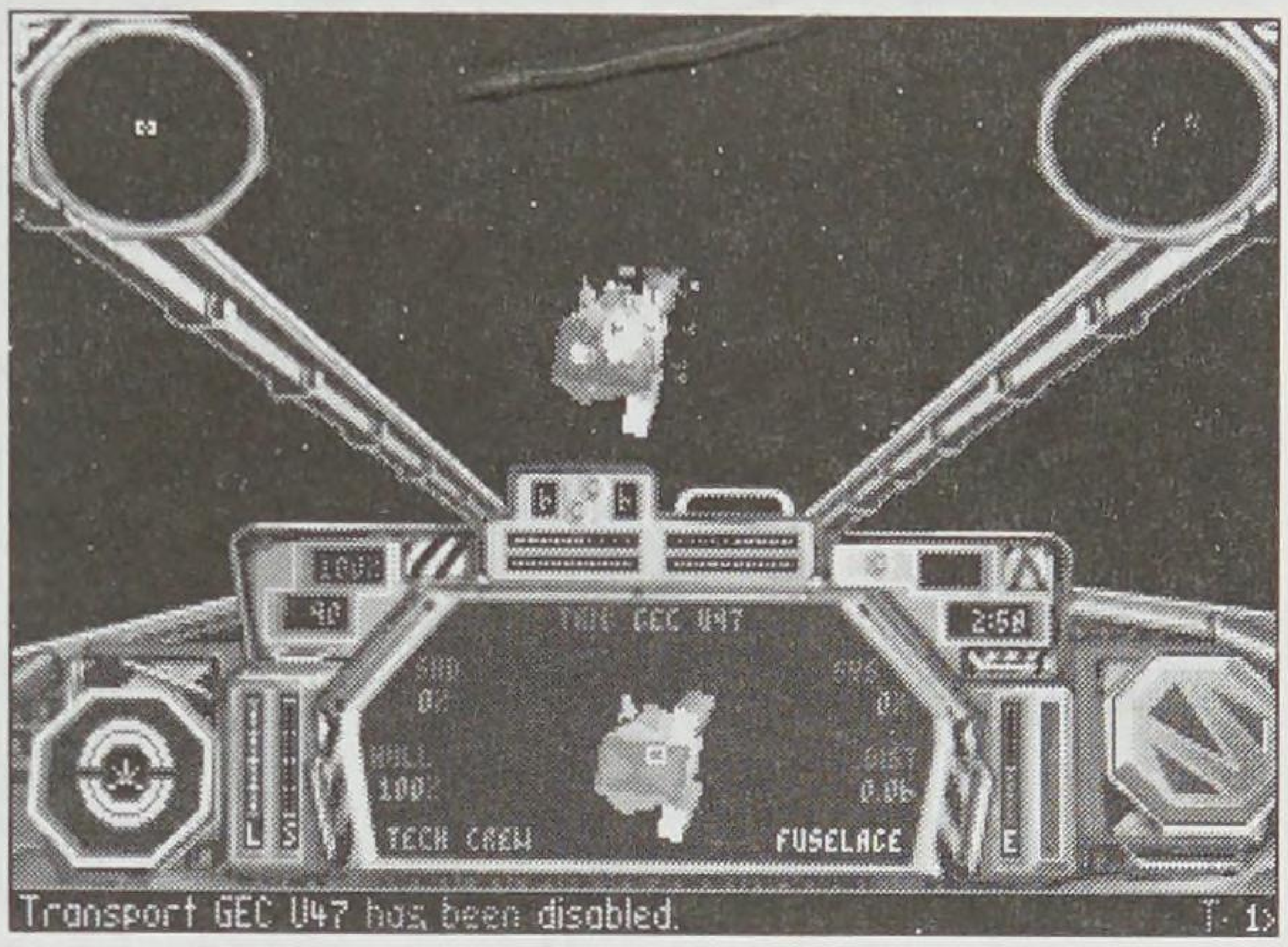
Observing TRN *GEC U47*.


SHU KALREE
DIS: 4.54
CARGO: UNKNOWN
SHLD 100
HULL 100
LASER
T: 1>

CURRENT ORDERS: WAITING
CURRENT TARGET: NONE
DISTANCE FROM TARGET: 03.09
TIME REMAINING: 2:52

SHU *Kalree*

discovered that my flight group was already attacking. Picked *Charlie 2* and blasted him with a single missile, then proceeded to take out *Charlie 3* and *Charlie 4*. My wingmen went after *Adam 1*, so I took out *Adam 2*, *Adam 3*, and *Adam 4*. The traitors at Galactic Electronics would have to do better than this!



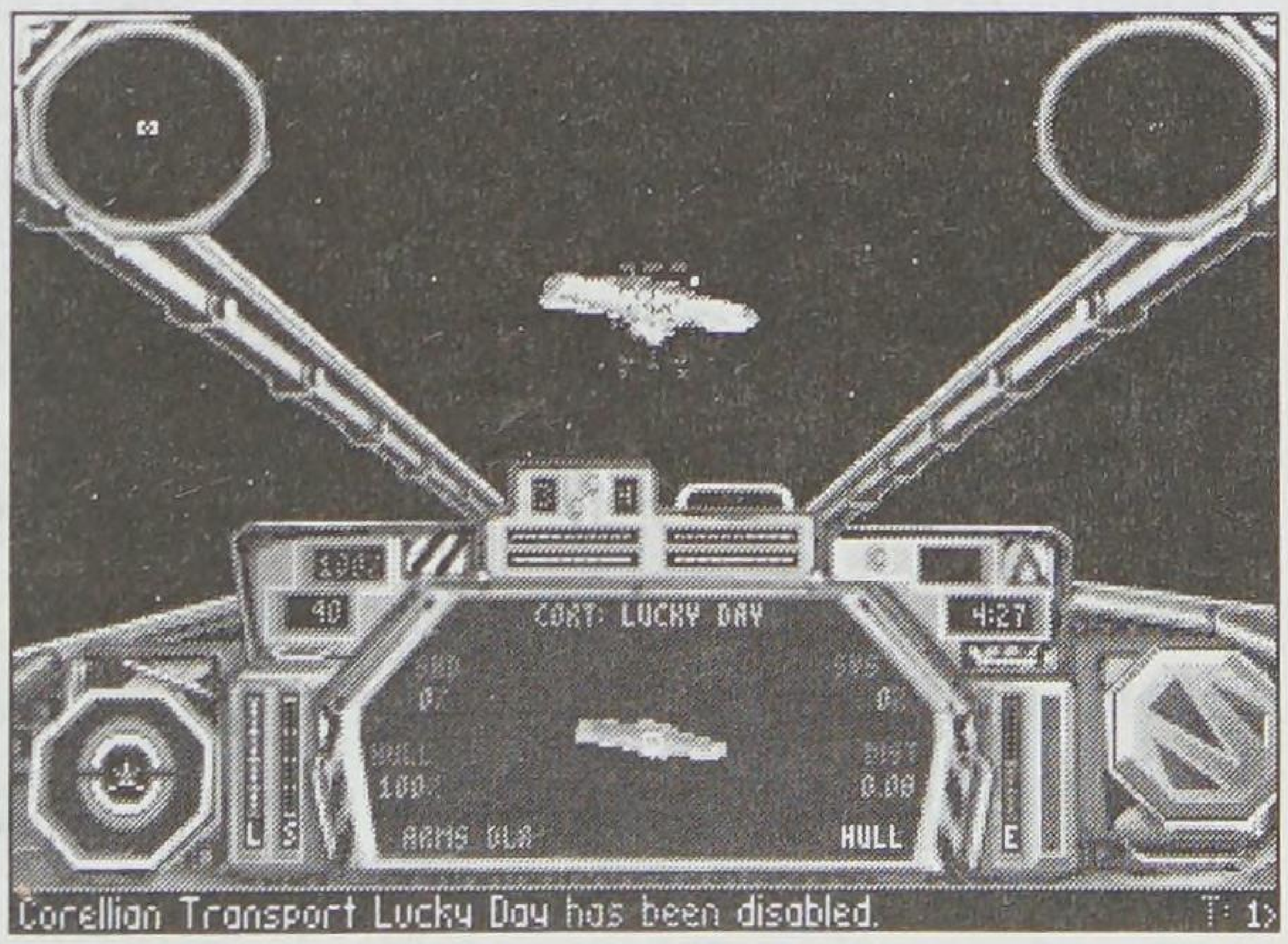
Transport GEC U47 has been disabled.

Disabling the TRN.

By this time, one of the transports had docked with a container. I flew quickly to investigate, and shot a missile into the transport as soon as it lifted off. Then I used ion cannons to disable the TRN, trying to avoid fire from the platform at the same time. I flew close enough to inspect the transport, then went after the shuttle *Kalree*, which I also hit with one missile, followed by ion cannons. Imperial assault transports arrived to capture the disabled craft.

The Corellian transport *Lucky Day* launched from the platform, so I switched to missiles and fired when I had a lock, meanwhile increasing my speed to its maximum by lowering all recharge rates. I switched to ion cannons and transferred shield energy to the cannons to keep them turbo charged. Once I had the *Lucky Day* disabled, I flew by to inspect the craft, then went after some Z-95s from Delta group. The action was heating up.

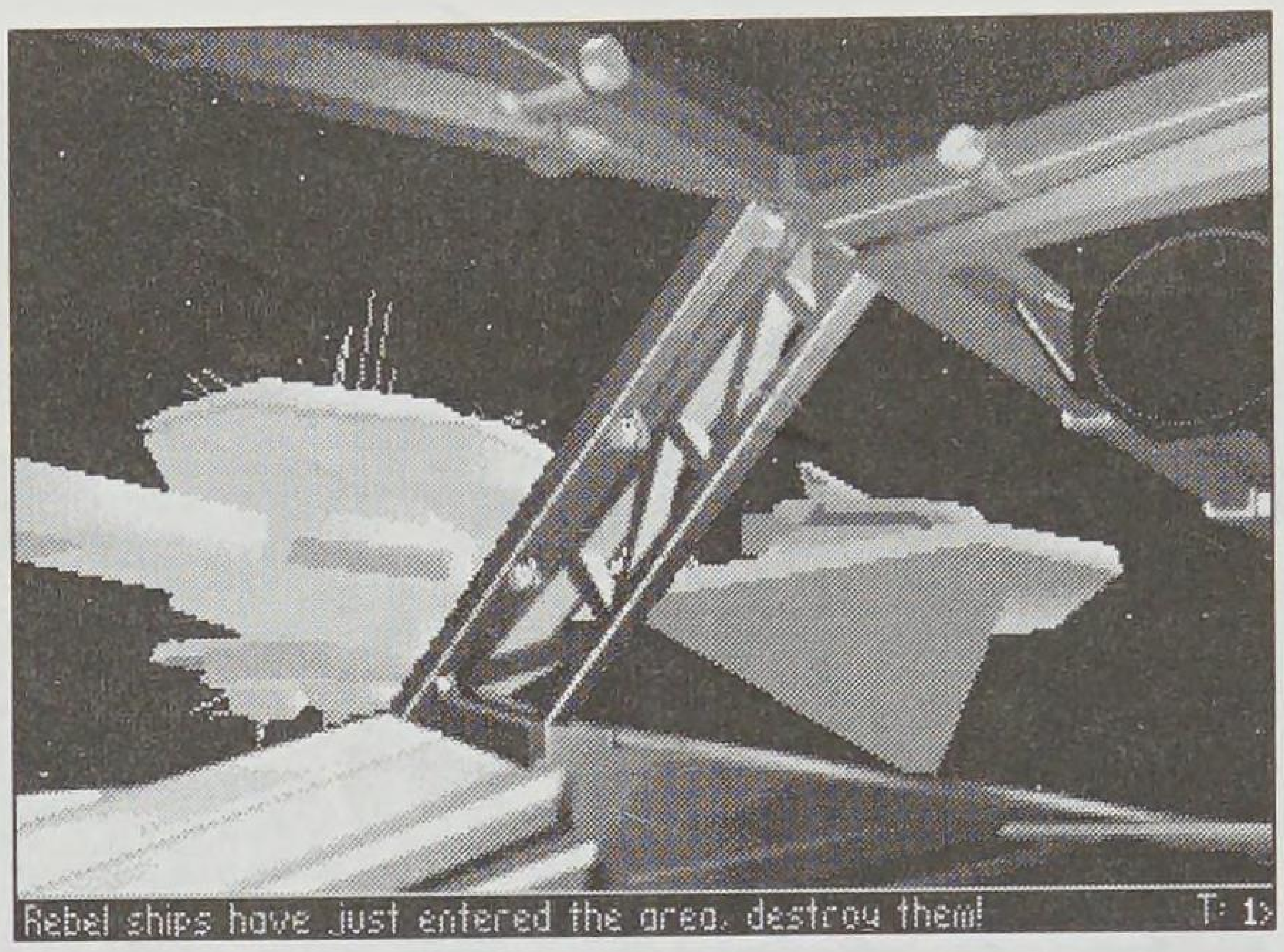
After Delta, I went after more Z-95s from Baker group, using my last missile on *Baker 2*. Somehow, we wiped out all the Z-95s, so I flew in to help disable the platform. Something strange happened then. ATR *Omega 4* was damaged and continued to fire on the platform even after it was disabled. I was forced to switch to ions and disable ATR *Omega 4*.



Corellian Transport Lucky Day has been disabled.

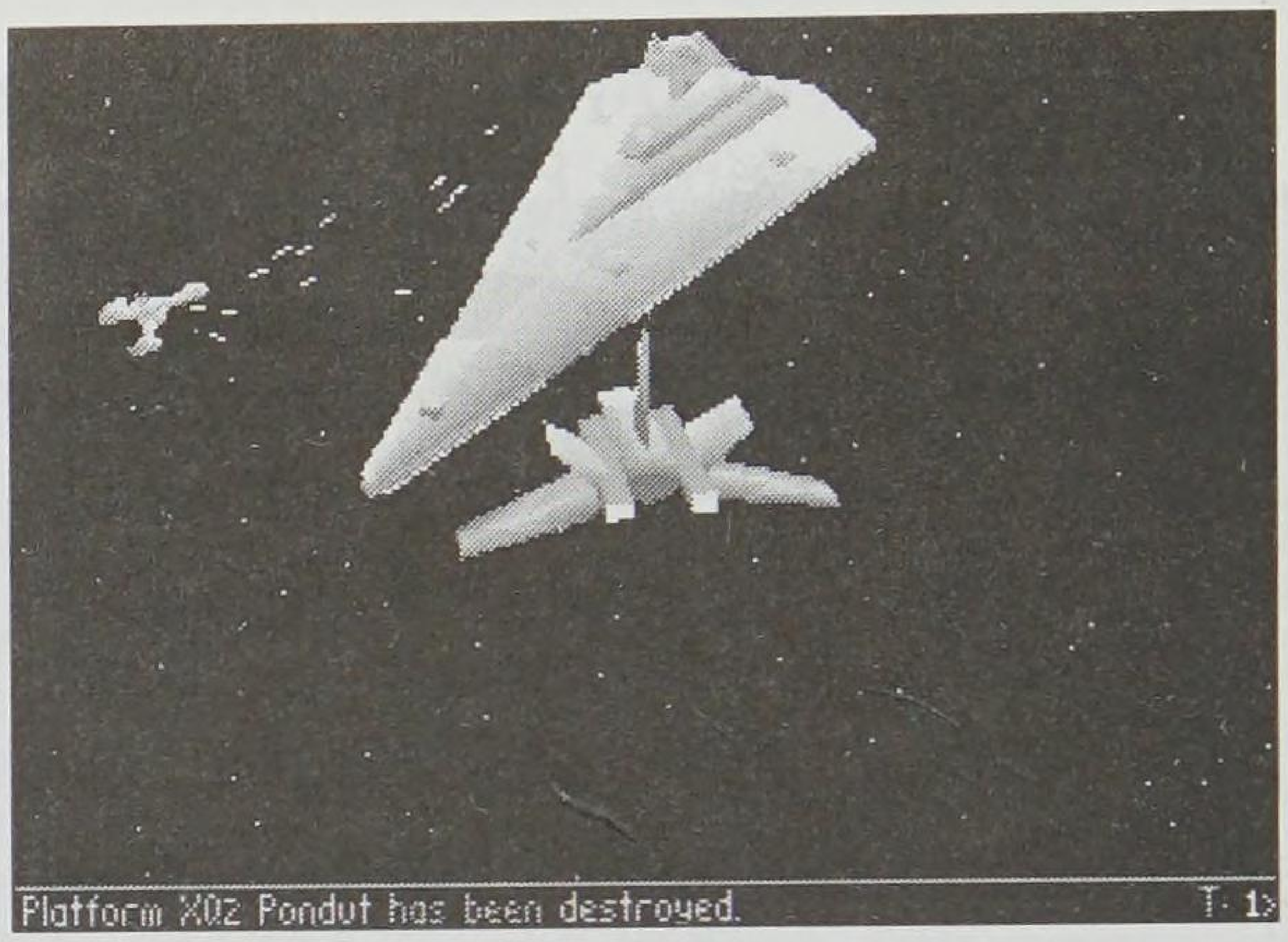
Disabling the *Lucky Day*.

The action was not over yet. A cargo ferry arrived escorted by a pair of A-wings and four Y-wings. I put my lasers and shields to minimum and headed out toward the A-wings. I sent my wingmen after the cargo ferry *Bujiboi*. I learned that the Y-wings were using the new mag pulse technology, so I went after Y-W *Blue*



Rebel ships have just entered the area. destroy them!

More Rebel ships have arrived.



Platform X02 Pondut has been destroyed.

PLT XQ2 Pondut gets destroyed.

3 and disabled it. Then I disabled Y-W *Blue 2*. I kept my wingmen after the A-wings until they were all gone. Then I told them to wait so they wouldn't mistakenly attack the disabled Y-wings. All the enemy craft were gone, and I had only to wait until the Y-wings and the Kalree were captured. I waited and watched until I was sure all the Imperial craft had completed their missions, then I jumped into hyperspace and headed home.

Debriefing

Primary Goals: Destroy at least 75% of all Z-95 Headhunters.
PLT Pondut must be captured.
TRN *GEC U47* must be disabled.
Corelian Transport *Lucky Day* must be captured.
SHU *Kalree* must be disabled.
Secondary Goals: At least one of Y-W group Blue must be disabled.
TRN *GEC U47* must be captured.
SHU *Kalree* must be captured.
Bonus Goals: TUGs *4f91*, *4f93*, *4f94*, and *14f1* must complete their missions for 500 pts each.
Tug *4f92* must complete its mission for 450 pts.
Destroy all of A-W group Red for 500 pts.
Destroy cargo ferry *Bujiboi* for 1000 pts.

In the aftermath of the raid on Galactic Electronics, there was a flurry of activity aboard Admiral Zaarin's flagship, the *Imperial*-class Star Destroyer *Glory*. Hundreds of prisoners were loaded into various holds and cells. Some were subsequently shipped off to other facilities, but still dozens of them remained. There was a steady stream of shuttles and transports coming and going from the *Glory*, though there was little for Maarek to do, but watch, listen, and wait for the next assignment.

He was in his cabin again — he had taken to spending more time alone of late — when the someone appeared at the door. When he opened it, a stormtrooper stood on the other side.

Seeing a stormtrooper at the door is not an experience anyone looks forward to, and Maarek was no exception. It generally meant trouble, and Maarek could see no reason to expect anything else.

"Come with me," the stormtrooper ordered, his voice distorted from within his white helmet.

There was no point in arguing or asking where he was going. Stormtroopers never volunteered information, and would not respond to any but the most basic of requests. Maarek left his cabin and the stormtrooper said, "That way," pointing in the direction of the Star Destroyer's stern.

The stormtrooper guided him into a little-used area of the ship, which was temporarily functioning as a holding area for prisoners. They came to a small cabin near the holding cells. The stormtrooper told Maarek to enter the room and wait. Maarek did as he was told, sitting down on a small bench that ran along one side of a long table. He waited.

Minutes later, the stormtrooper returned with a prisoner. The older man had a shock of long white hair and was very thin. That's all Maarek noticed before his face came into view.

"Father!" he cried, clambering to his feet.

The man looked up. His face was etched deeply with lines of worry, and his eyes were downcast and dull. He looked very tired. It seemed to take a moment for those eyes to focus on the Imperial officer before him, to see past the uniform and realize who it was.

"Maarek?" the man asked slowly, belief very slowly penetrating his shock.

"Father, it's you. It's really you . . . I had just about given up."

The man looked confused. "How long has it been?" he asked.

"Months? A year? I don't even know myself," Maarek said.

The man stood a moment more, obviously trying to reconcile what to him was an impossible situation. Then he asked, "And your mother? How is she?"

Maarek reached out and hugged his father. "She was fine the last time I saw her. The war's over," he added, though it seemed to mean very little anymore.

Maarek suddenly realized that the stormtrooper was still standing at the doorway. Still hanging onto his father, he asked, "Why did you bring him here? And how did you know?"

To Maarek's complete shock, the stormtrooper began unlatching his helmet. Slowly he raised it over his head. Maarek had never seen a stormtrooper without his helmet — few people had — and he was terrified for a moment before his terror melted into immense relief.

"Pargo! Pargo! I thought I would never see you again, either."

There were tears in his old friend's eyes. "I've seen you from time to time. Heard a lot about your exploits in and out of starfighters," he said. "But I could never talk to you. It's not allowed."

"I've missed you, Pargo. We used to have so much fun in the old swoop says on Kuan. It's not like that anymore," Maarek said sadly.

"No," agreed Pargo. "Nothing is like it was."

Maarek turned back to his father. "There's so much to catch up on. I'm so happy to see you again."

But his father had stiffened. "So I'm correct in assuming that you've become a hot shot pilot for this gang of thieves and bullies?"

Maarek stepped back a pace. "Yes, father. They ended the war with the Bordali. They brought peace to Taroon."

"No doubt, they did. And they brought servitude and discrimination, brutality. Maarek, did you bother to see what effect Imperial rule had on your home world? Didn't you wonder why I didn't return to Kuan? I was taken prisoner by the Bordali, but it was the Imperials I was made to serve." The bitterness in his father's voice was palpable. "Didn't I teach you anything?" he asked at last.

Maarek was crushed. He had lived for this moment. Finding his father had always been his dream. And now . . .

But Pargo interrupted. "I'm sorry, Maarek. I must take him back to the cell. If I don't bring him back soon, they'll know something's wrong."

Maarek knew he was right. There was no way to simply release a prisoner of the Empire. And he didn't want anything to happen to Pargo. "Father. I'm sorry," he said. "I've been so confused. I'll get you out of this." He faced Pargo. "Thank you, my friend. Will I be able to see you from time to time?" he asked.

Pargo looked down. "It's very risky for me to do anything outside my orders. I'll try to see you again, but don't ever come looking for me. I'll find you."

When they had gone, Maarek felt ironically more alone than he had ever felt in his entire life. He went immediately in search of one of the robed men.

"Please," he begged. "I'll do whatever you want. Please let my father go back to Kuan."

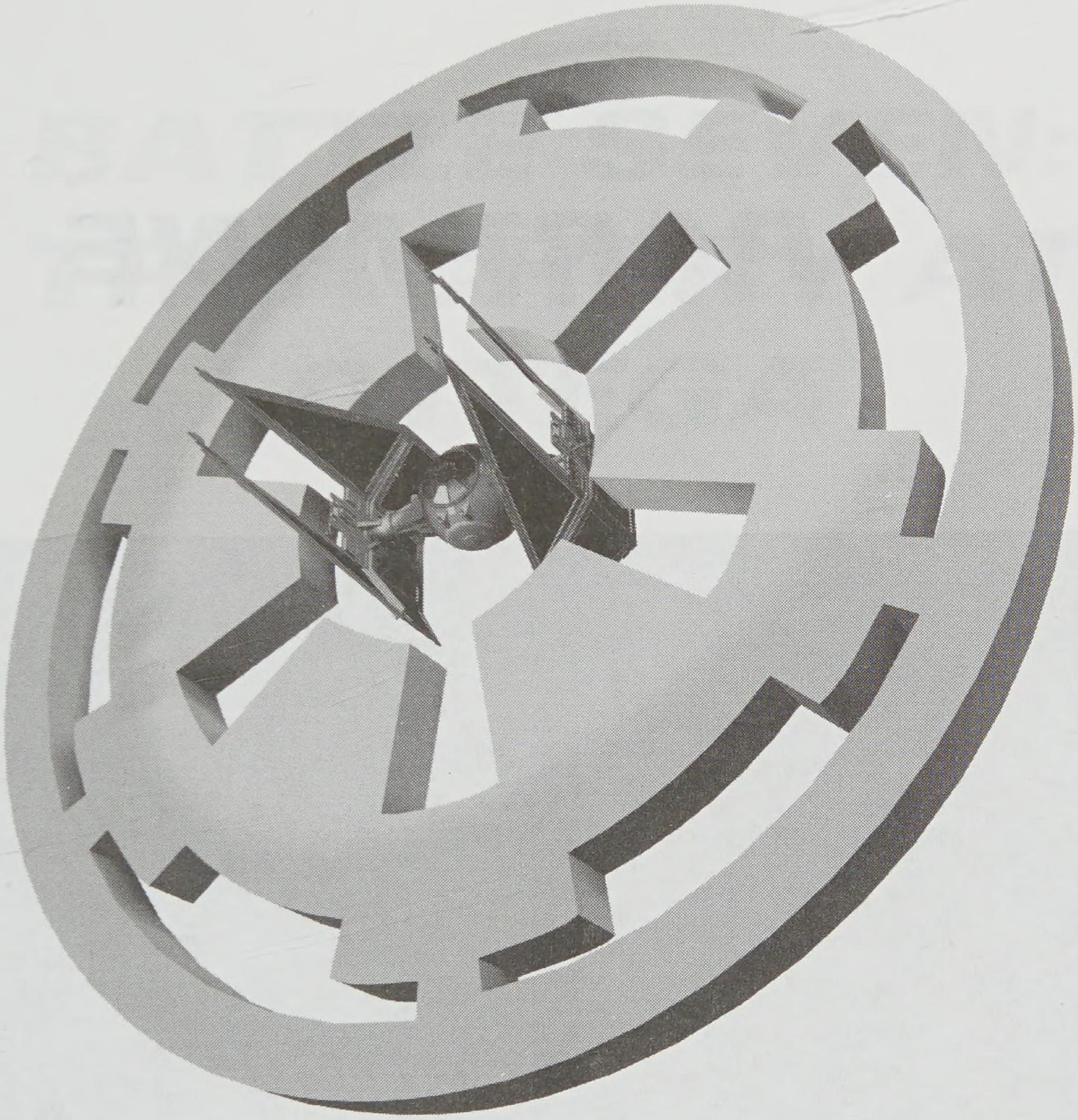
"You already do whatever we ask," the Order's envoy replied.

"I have served you," Maarek replied, "unquestioningly. I have done everything that you've asked of me. I will continue to do so if you will free my father. Please. It is all I ask."

"We will consider it," the robed figure told him. "For now, however, prepare to be transferred. Your usefulness aboard the *Glory* has ended. You will be transferred to Darth Vader's flagship, the *Garret*."

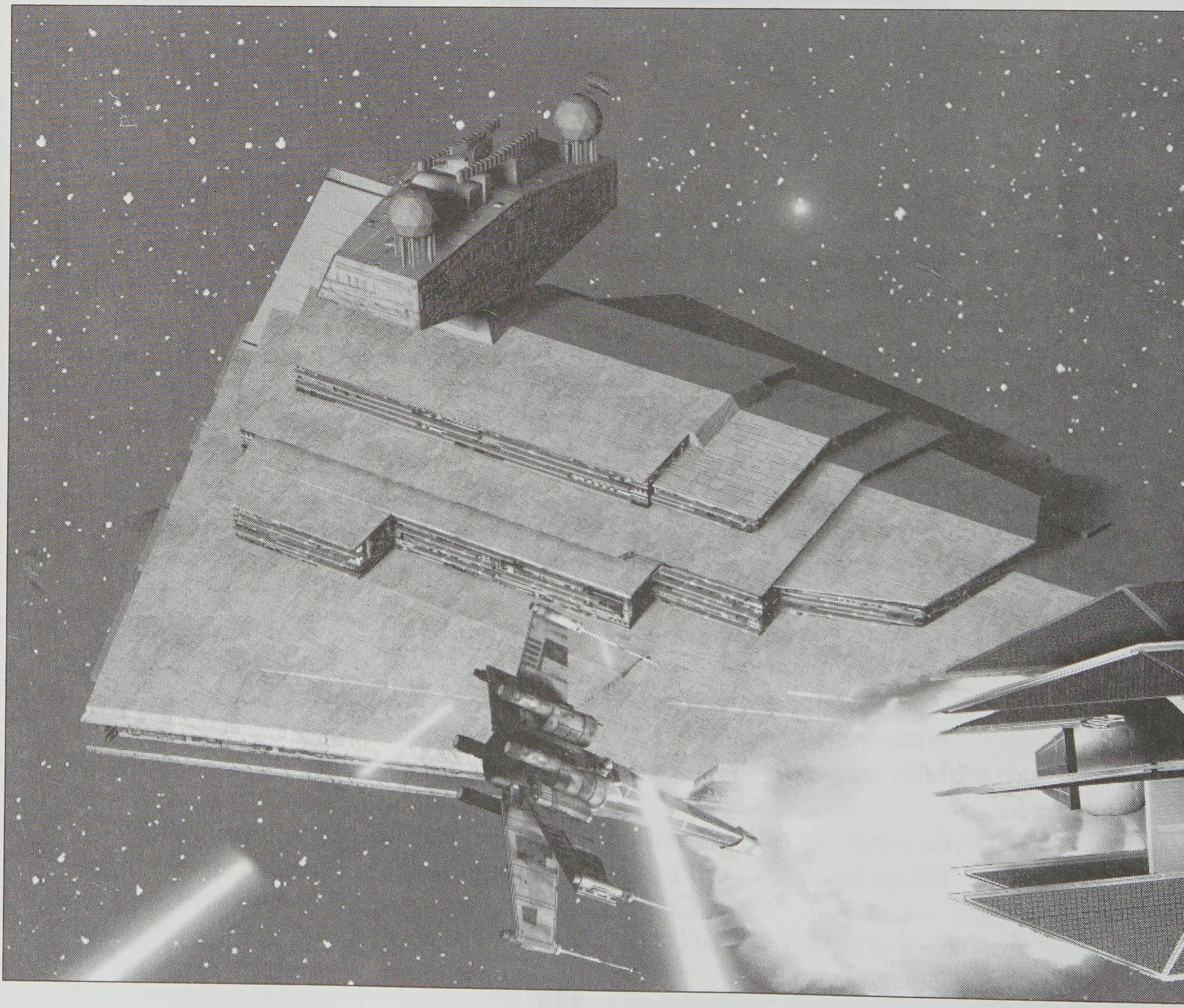
"Will I see my father again?" Maarek asked. "I've got so much to explain."

"Perhaps," was the cryptic answer.

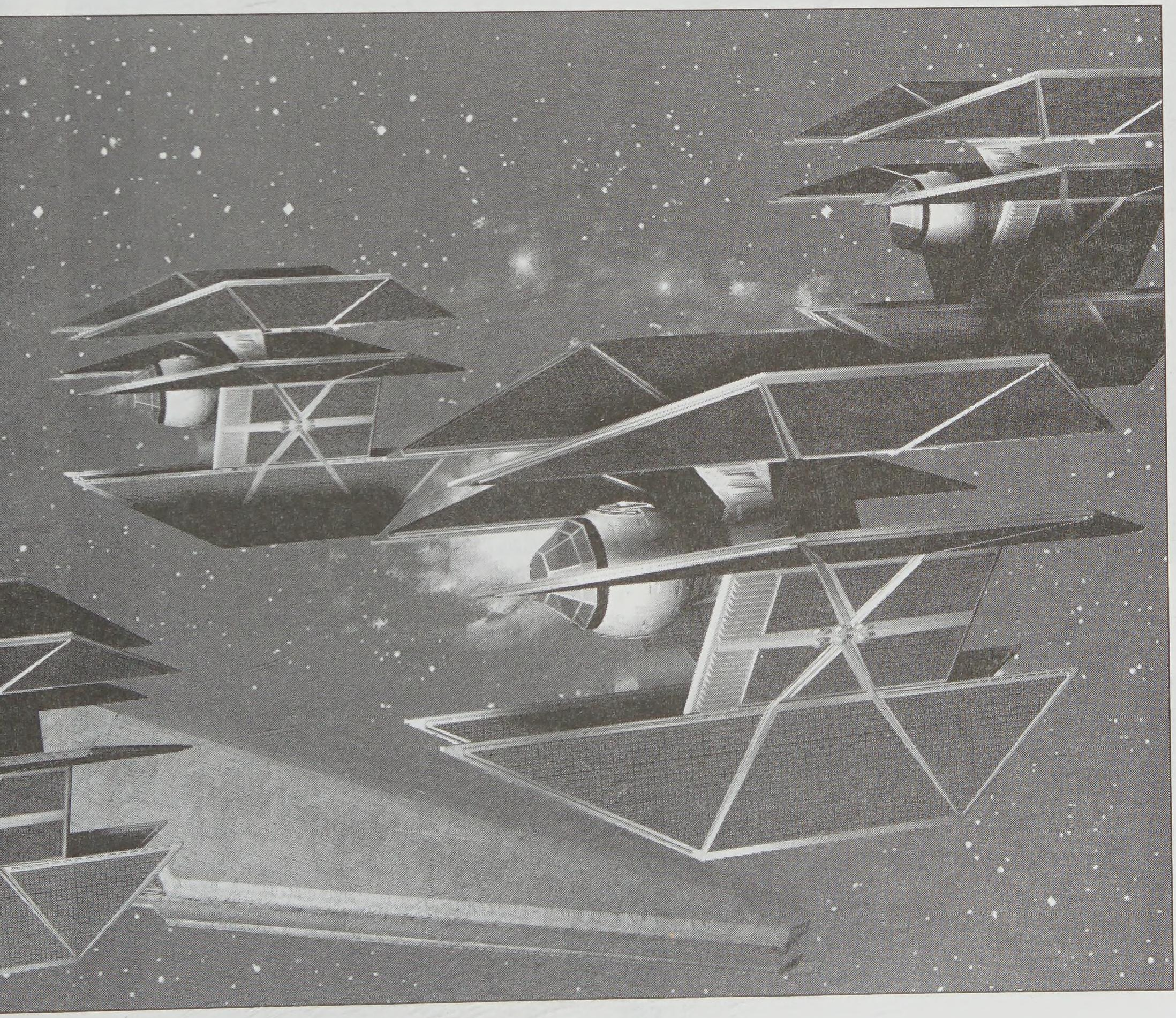


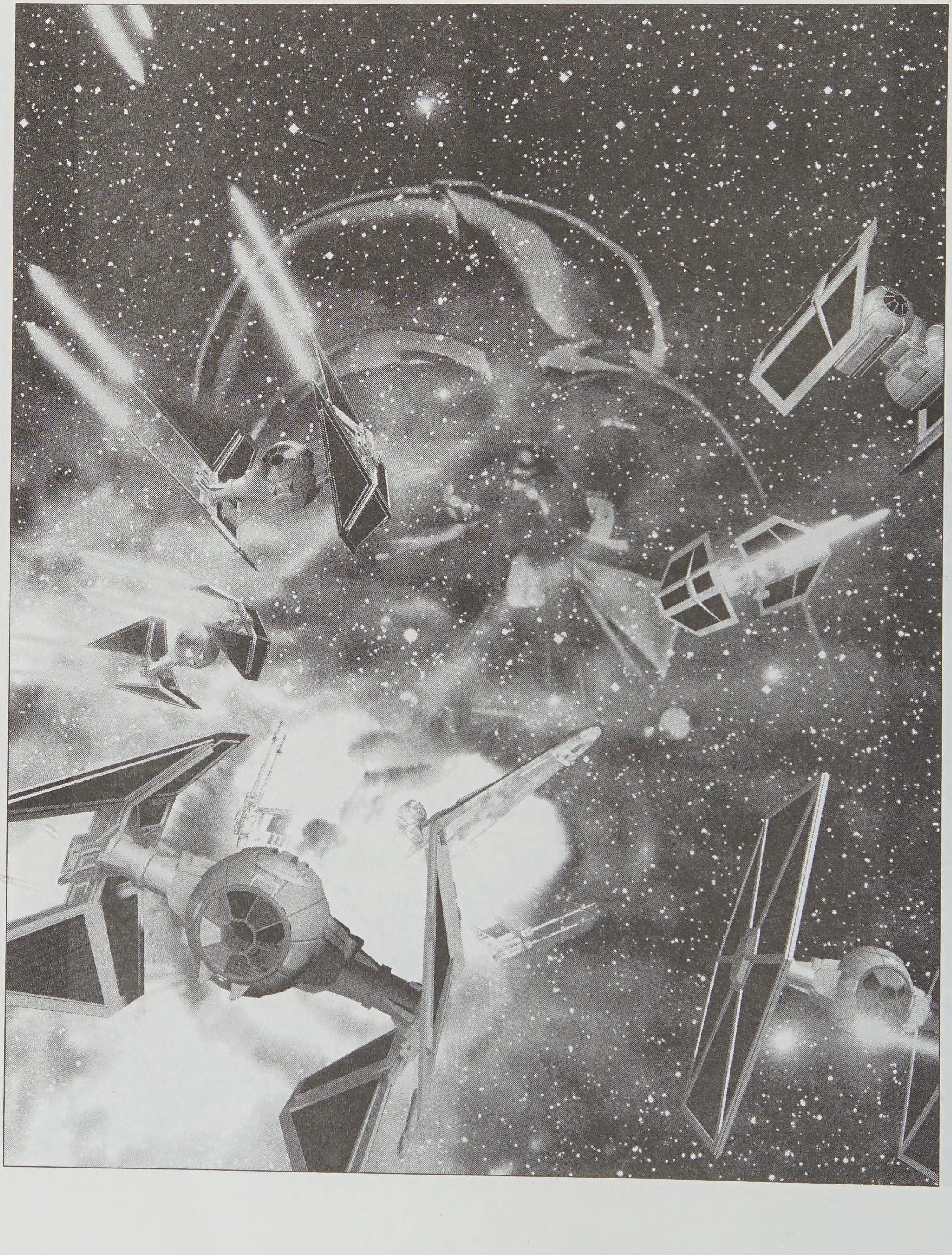
PART NINE

PART NINE



BATTLE SEVEN: TREACHERY AT OTTEGA





PART NINE

Battle Seven: Treachery at Ottega

Maarek was transferred to the ISD *Garret* where he was assigned to an elite squadron of pilots. Some of the other pilots were familiar faces encountered before on one ship or another. Some he had never met. He remained somewhat distant from the crowds, however, and chose to keep his own company.

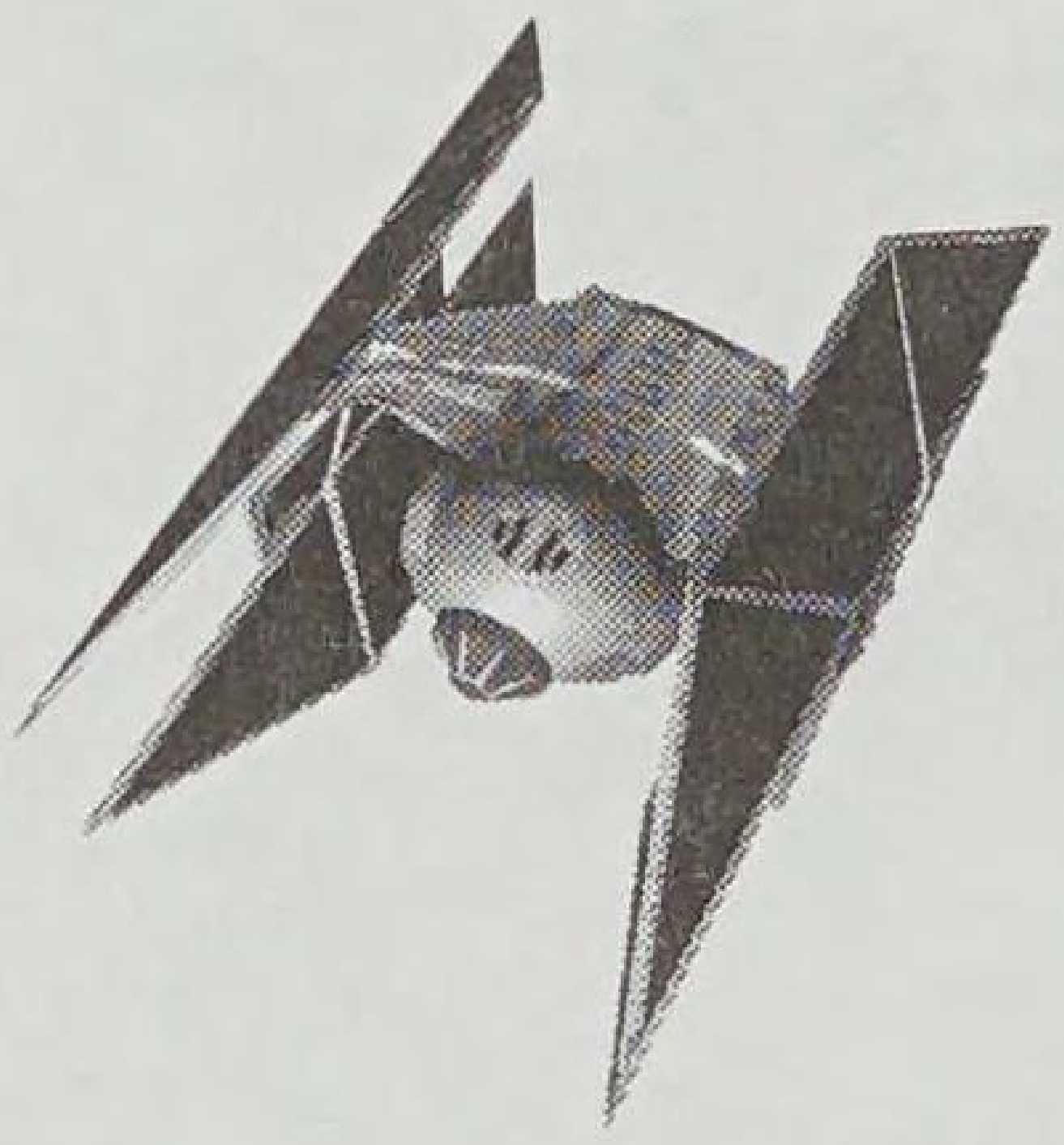
Maarek's squadron began training on the new TIE Defenders, which were the most powerful and deadly starfighters he'd ever seen. There were only a few Defenders in operation, but most of them were on Vader's flagship. The sleek power of the TIE Defender was almost enough to rekindle Maarek's martial spirit. Almost, but not quite.

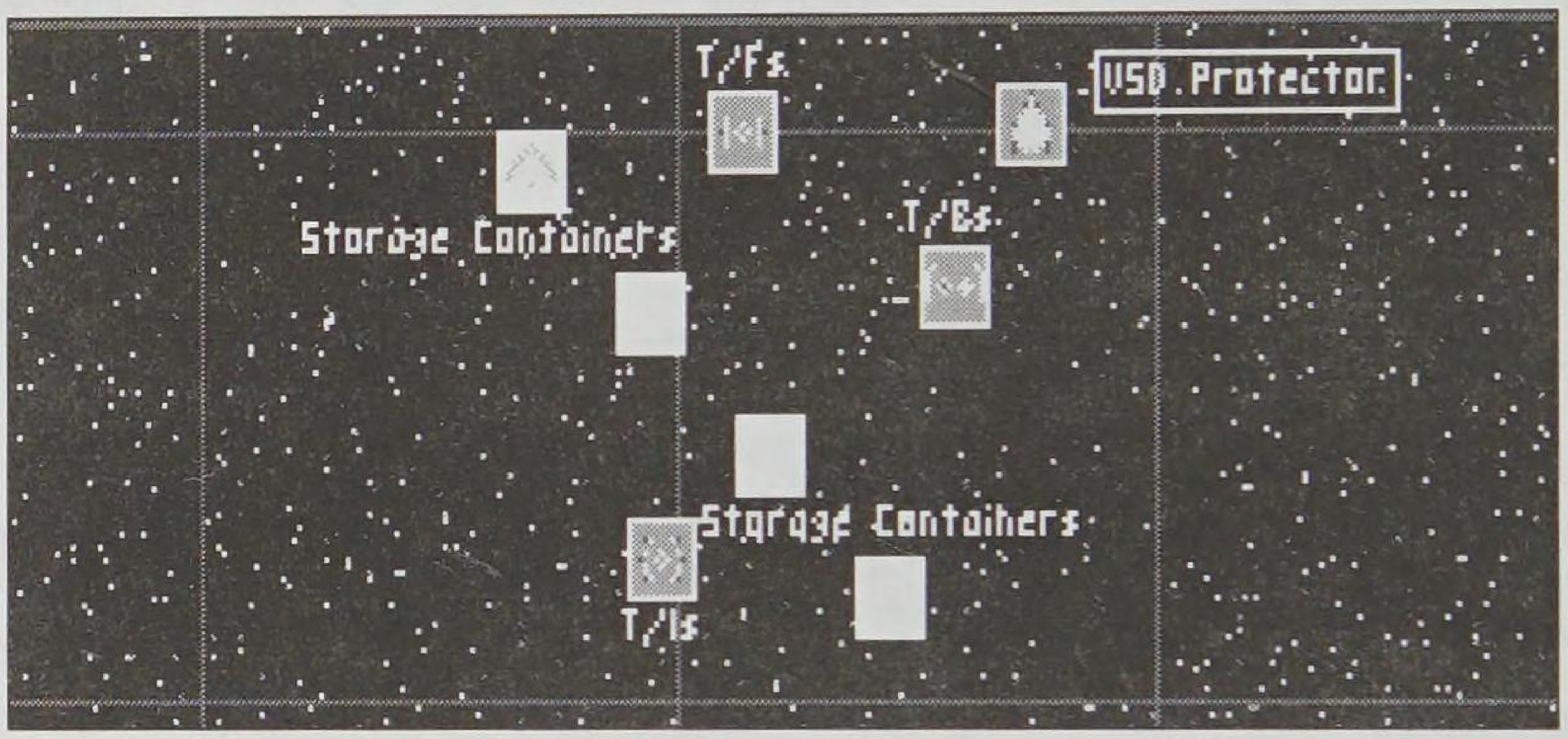
He had heard nothing from the Order about his father, and worried constantly about him, which contributed enormously to the continual inner battle he waged with his loyalties. Thankfully, he had been moved away from Zaarin's influence. Maarek realized in retrospect that he had never been comfortable with the admiral, but had succumbed to the man's power, to some unknown charisma. Yet the opportunity Zaarin had offered had seemed genuine, and at another time he would have seized upon it enthusiastically.

Now, flying the Defender in close maneuvers, Maarek could only dream of returning to Kuan and leaving the whole war behind him.

Within days, however, word passed throughout the *Garret* that the remains of Harkov's fleet had been located. There were briefings and preparations for a massive operation, and Maarek was swept into the flurry of activity. For the time being, he was able to forget his endless questions and concentrate on battle readiness.

MISSION ONE: TRAP THE PROTECTOR



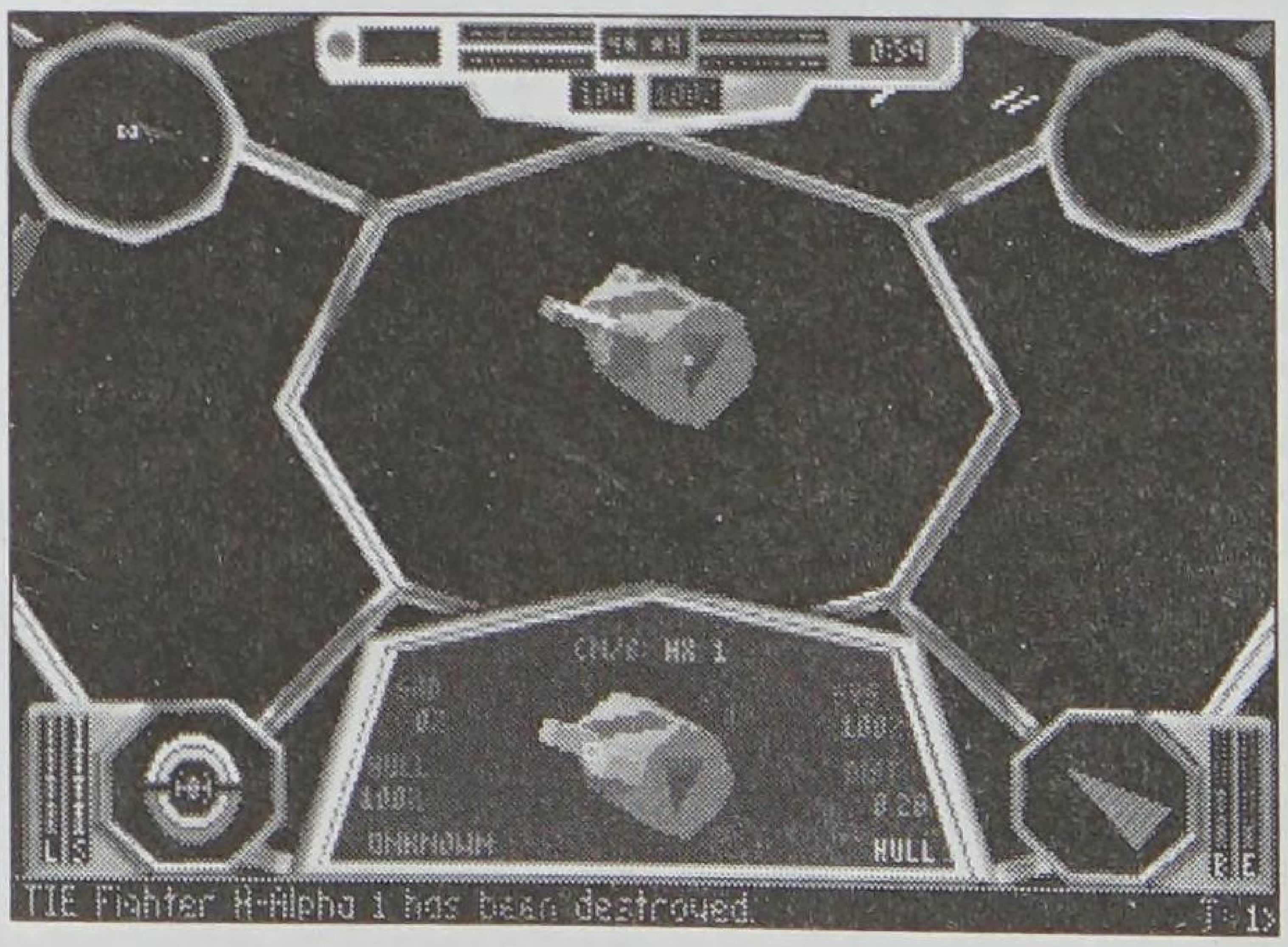


Mission Briefing

Even though their leader has been neutralized, the remains of Harkov's defecting forces have decided to continue their treachery. You will act as leader of a two-ship group of TIE Advanced starfighters equipped with concussion missiles and a new tractor beam weapon which, when activated, will allow you to keep an enemy craft from escaping. You have two primary goals: 1) Destroy the containers destined to resupply the *Protector*, and 2) Protect the Interdictor cruiser *Harpax* from counter-attack. You will face a formidable force of Imperial and Rebel starfighters.

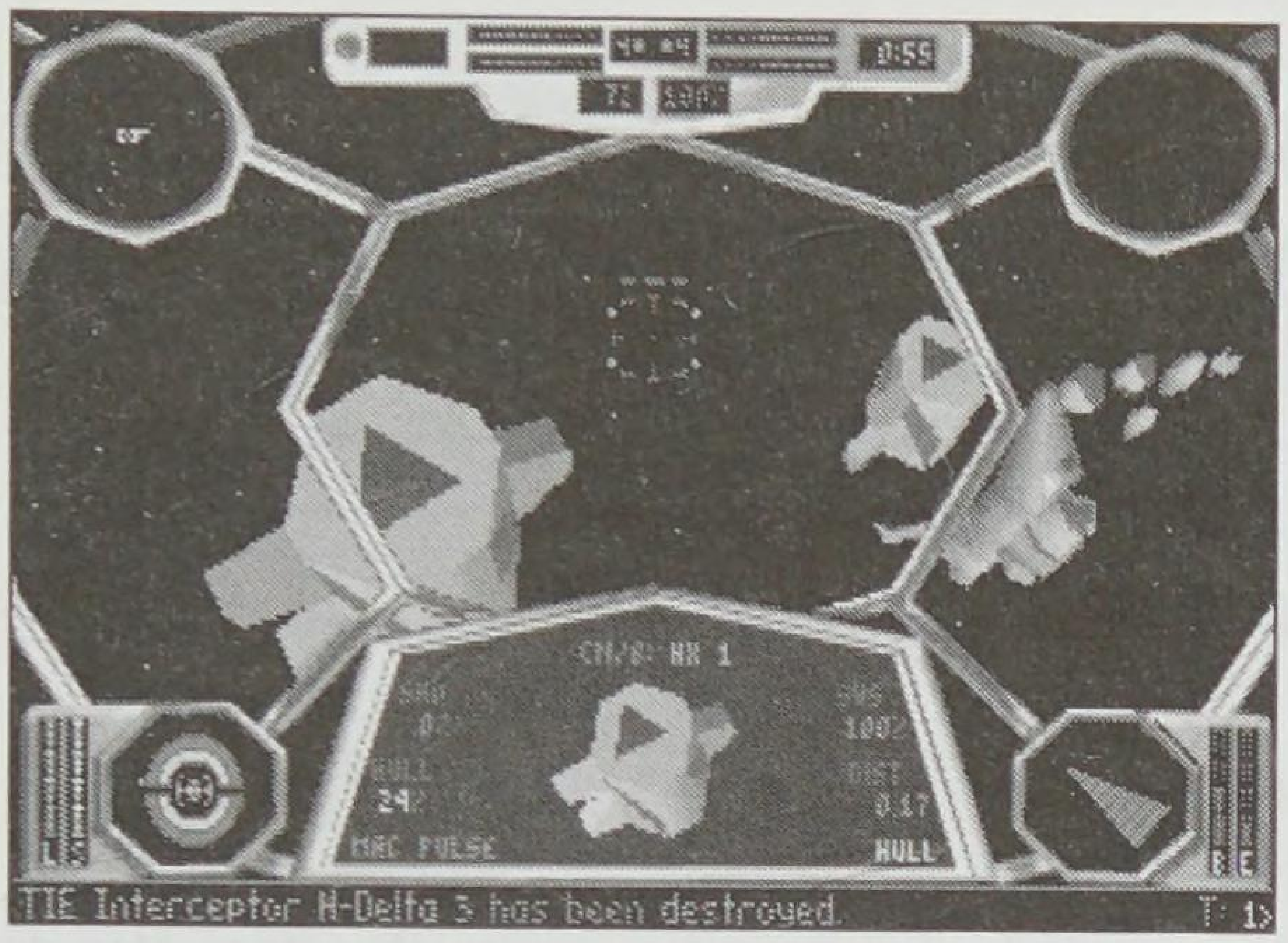
Stele's After-Action Report

Coming out of hyperspace, I was attacked almost immediately. I figured there was little time to spare, however, and headed quickly toward the containers near the *Protector*. Part of my mission was to destroy the containers, and I set about shooting them up quickly with my cannons, saving my missiles. I was pretty sure this mission would be no



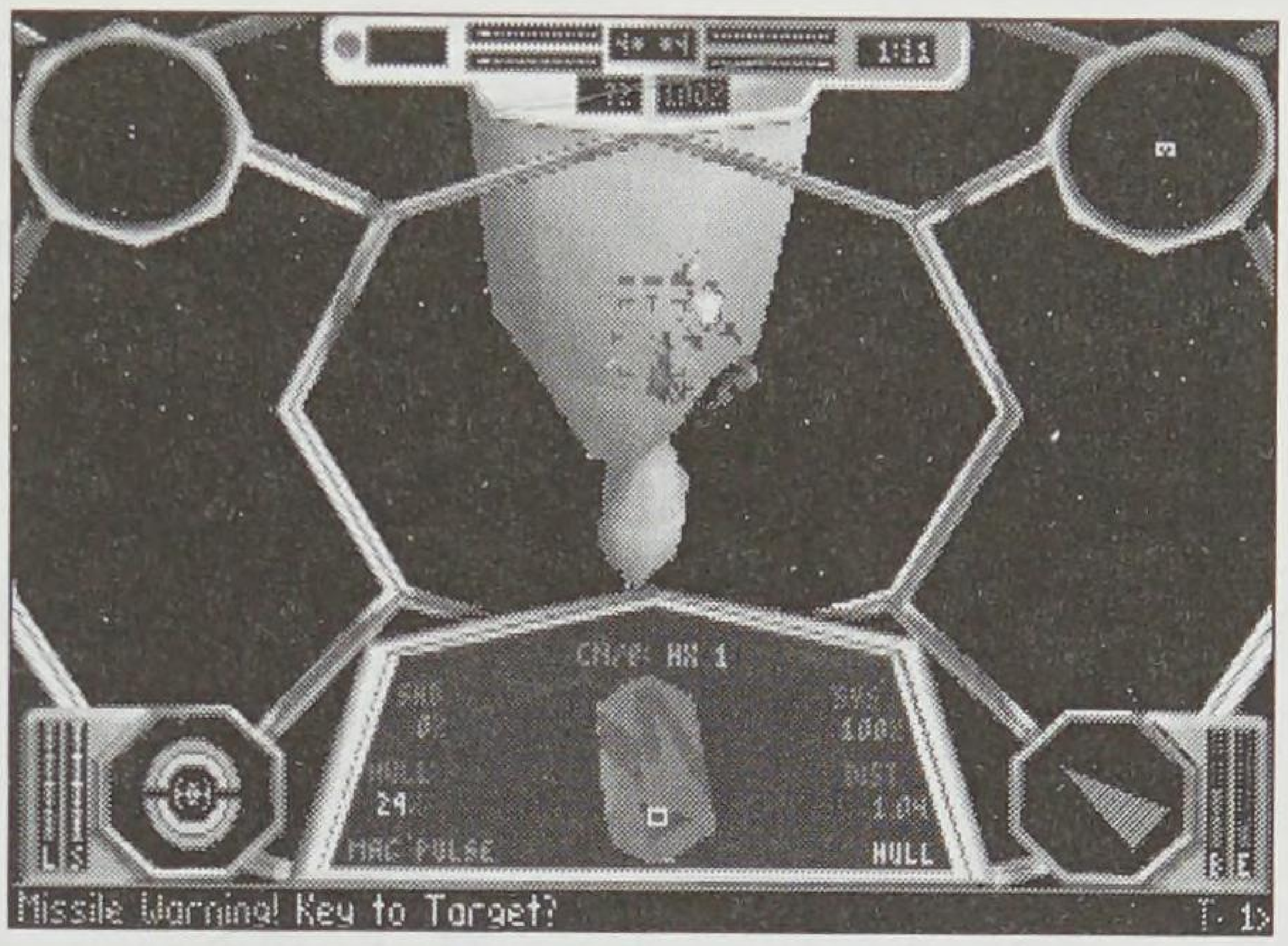
TIE Fighter H-Alpha 1 has been destroyed.

Going after the containers.



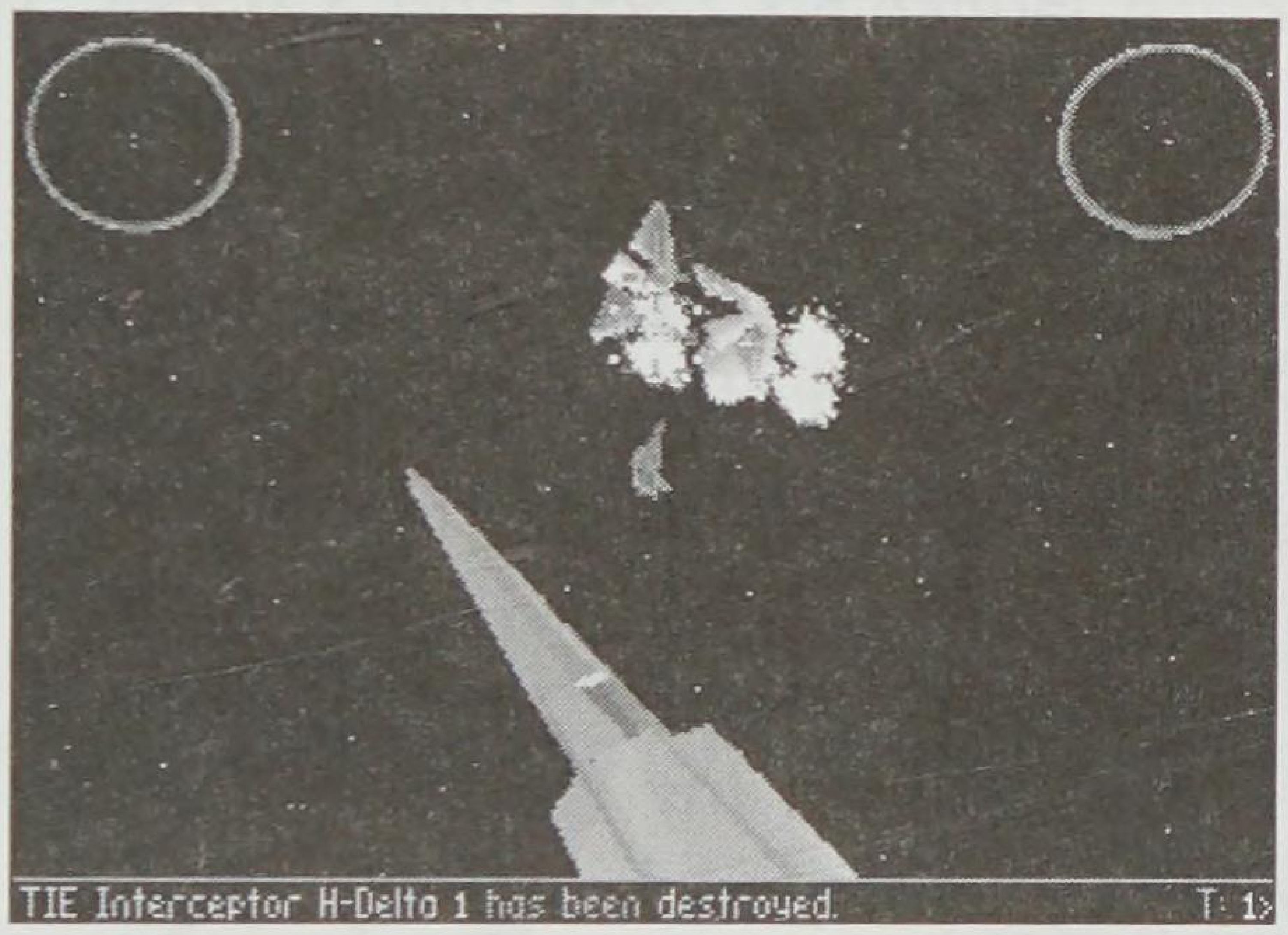
TIE Interceptor H-Delta 3 has been destroyed.

Your wingmen take care of the enemy.



Missile Warning! Key to Target?

Missile warning!



TIE Interceptor H-Delta 1 has been destroyed.

End of a T/I

Container E HM 2 has been destroyed.

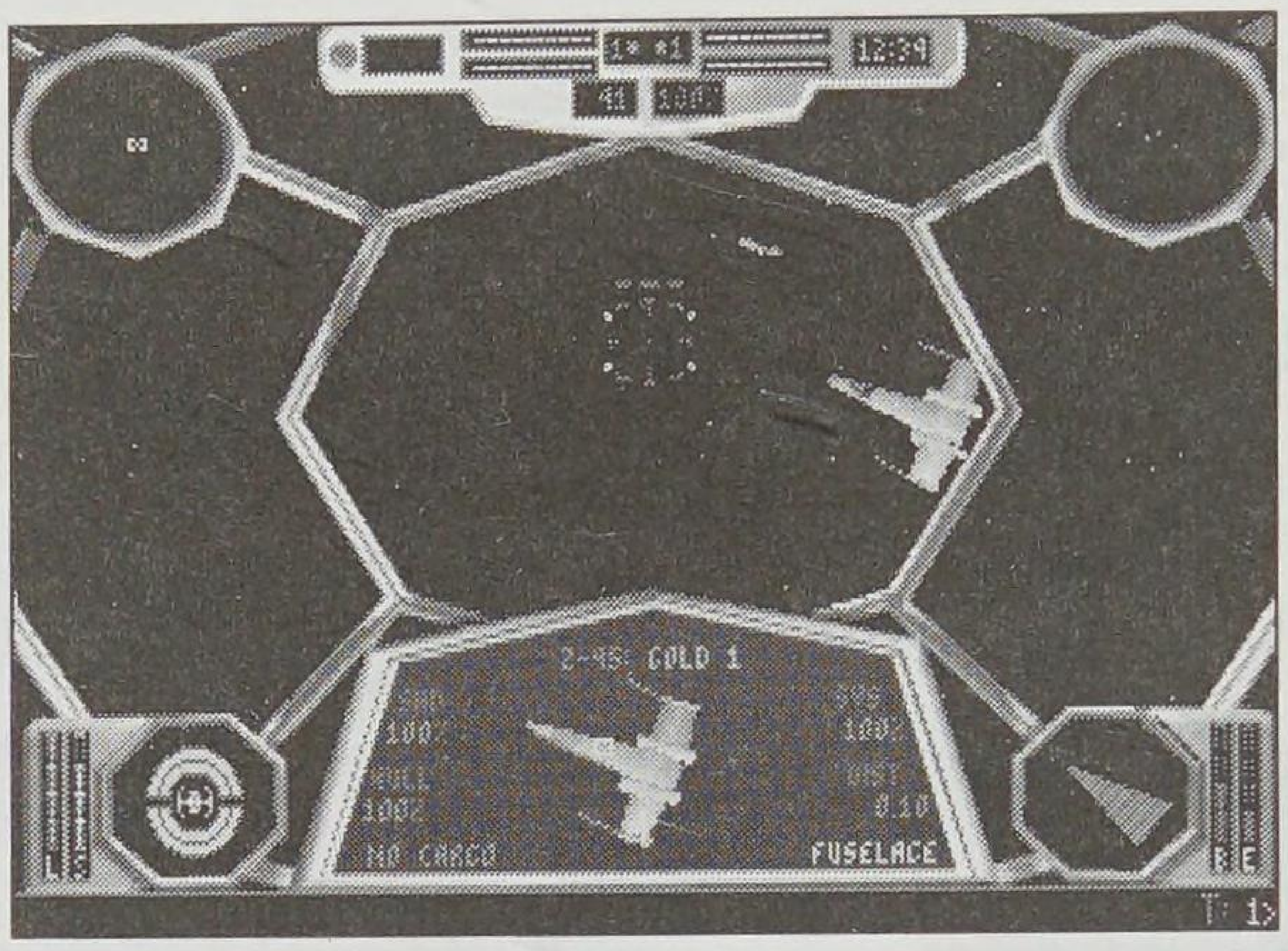
Destruction of the containers.

picnic. Escort and protection missions rarely were, and I knew the defecting fleet would go after the *Harpax* sooner or later. I thought missiles would come in handy while protecting the Interdictor. Anyway, it was trivial to destroy the containers. They were all in a line, and I strafed them with single-fire cannon blasts, taking a couple of passes to destroy them all.

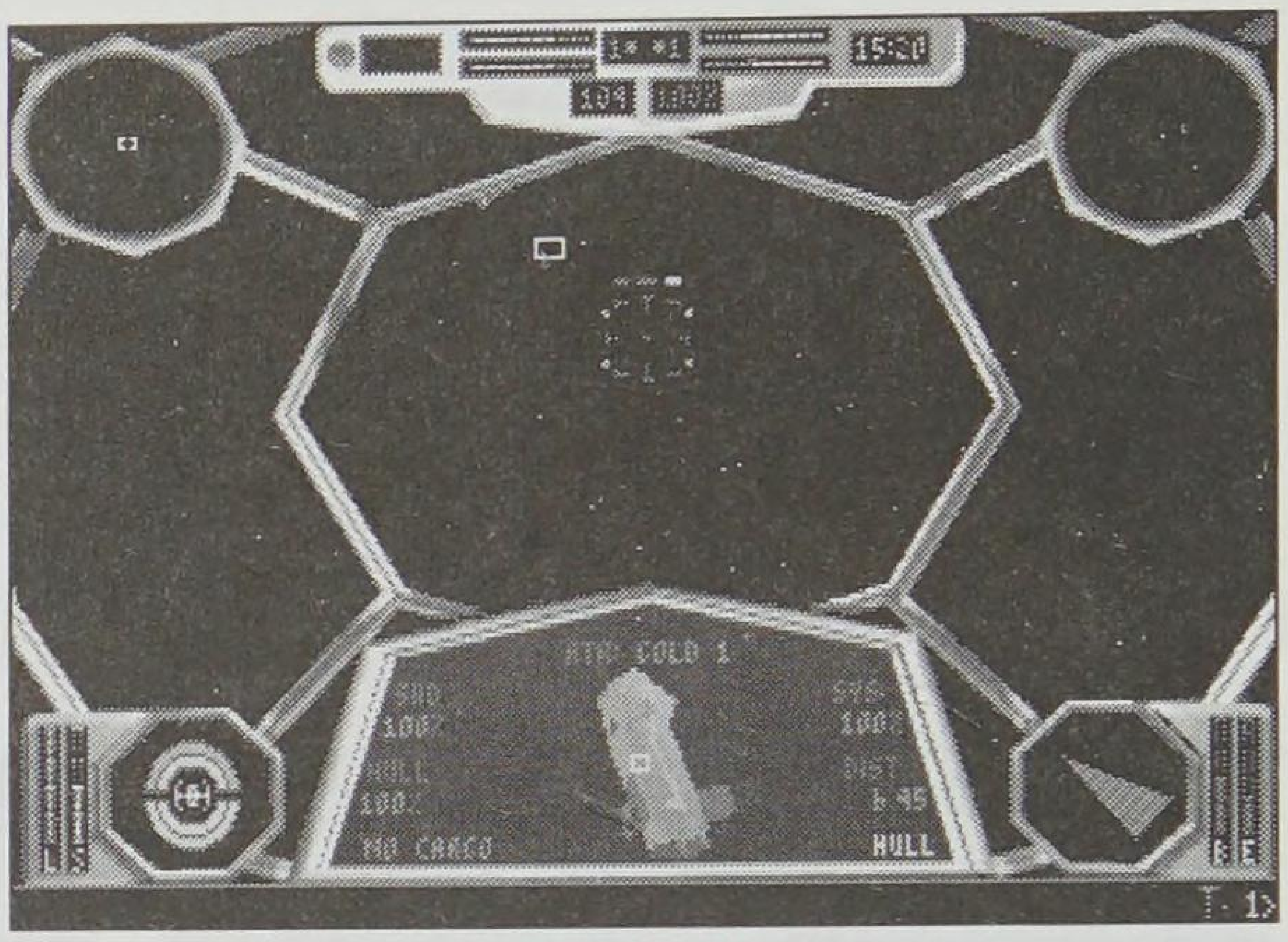
I was taking heat from enemy starfighters, but I kept using the E key to determine who was attacking me and then sending my wingman to get them off my back.

I thought about going after the cargo ferry *Whell* and the heavy lifter *Waq*, but decided it would be too dangerous to stay away from the *Harpax* any longer. After I had finished destroying the containers, TIE Bomber group H-Beta launched from the *Protector*, but I ignored all the enemy starfighters and set my Avenger on a speed setting and took off for the Interdictor. I figured to take on the enemy from there.

I arrived at the *Harpax* far ahead of my pursuers, which by now numbered several T/Bs and a pair of T/As. I set about taking them out. The Calamari



Z-95 Gold 1



ATR Gold 1

light cruiser *Warhawk* jumped in and began launching Z-95s and X-wings. I concentrated on the X-wings at first, using a missile here and there, but mostly engaging with cannons as they got within range.

At about 5:20 into the mission, the FRG *Akaga* appeared and started launching more Z-95s. The Headhunters were going after the *Harpax*. Two Z-95 groups were especially dangerous. Group Scarlet was armed with heavy torpedoes and group Blue was carrying heavy bombs. I made sure to take them out quickly when they appeared. If necessary, I was prepared to intercept the warheads and shoot them down with my cannons. Finally, some 14 minutes into the mission, ATR Gold arrived and my mission objectives were complete. The *Harpax* had taken some hits, but it was still intact.

Debriefing

Primary Goals: Interdictor *Harpax* must survive.
    Destroy container groups HX, HM, Oxin, and C223.
    TRN group Gold must arrive.
Bonus Goals: Destroy heavy lifter group *Waq* for 400 pts.
    Destroy cargo ferry group *Whell* for 600 pts.

The *Harpax* was still in danger, and all available pilots were scrambled to go to her defense. It was critical that the *Harpax* survive. Without her, the defecting fleet could escape into hyperspace. The first order of priority was to destroy the FRG *Akaga*.

Maarek overheard two pilots comparing notes in the few moments between launches.

"I didn't find much use for the new weapon," one pilot said. It was Saaryu. He was known to be an ace shooter.

The other pilot was Prakrii, one of the newer pilots aboard the *Garret*. He shook his head. "I don't know what you're talking about. I used the beam to keep my target lined up. Once they were caught, I just fired away."

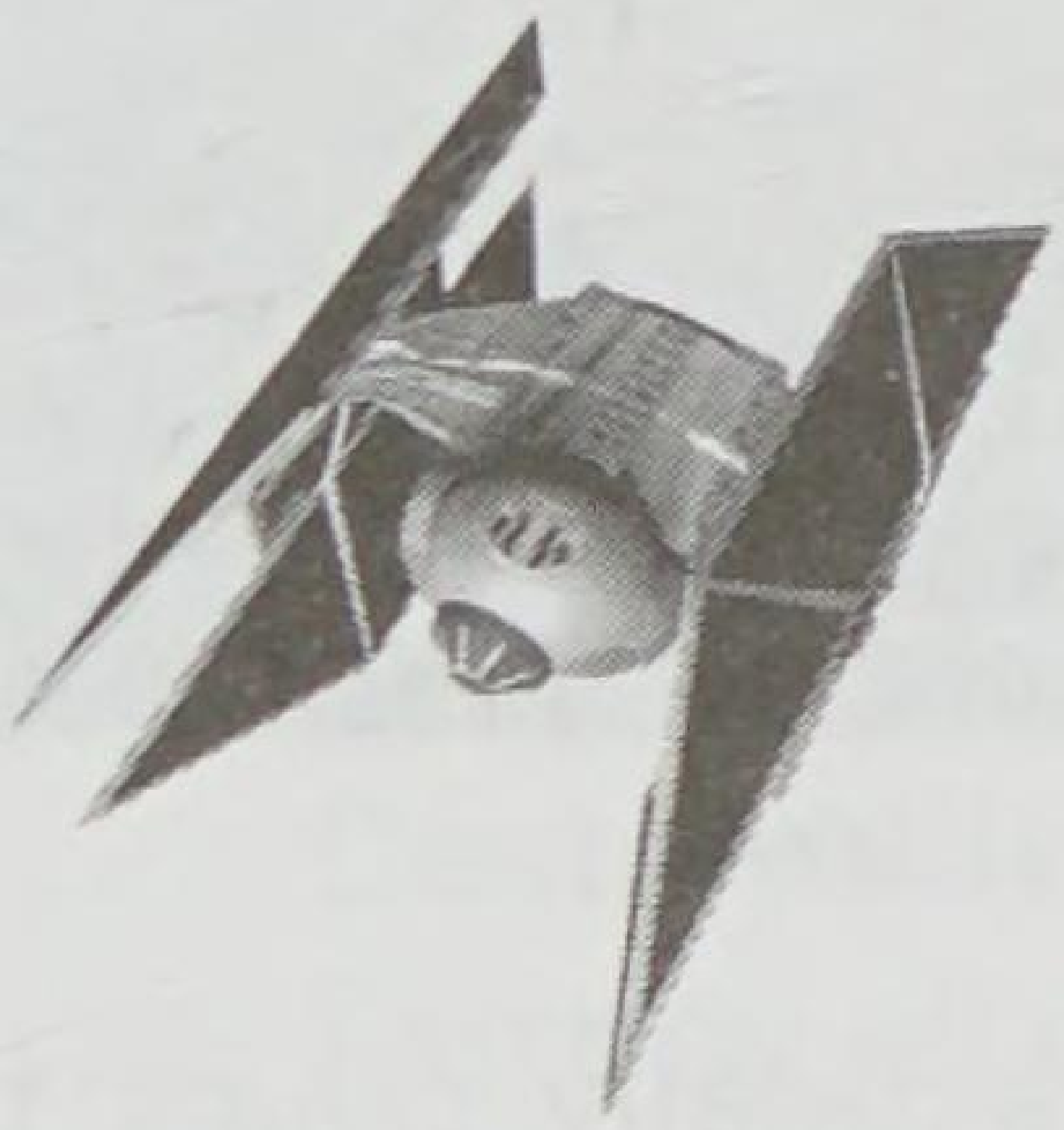
Saaryu began to buckle up his flight suit, preparing for battle again. "Do it however you want. By the time I get close enough for the beam to do any good, I've already got the enemy where I want him. Fragged."

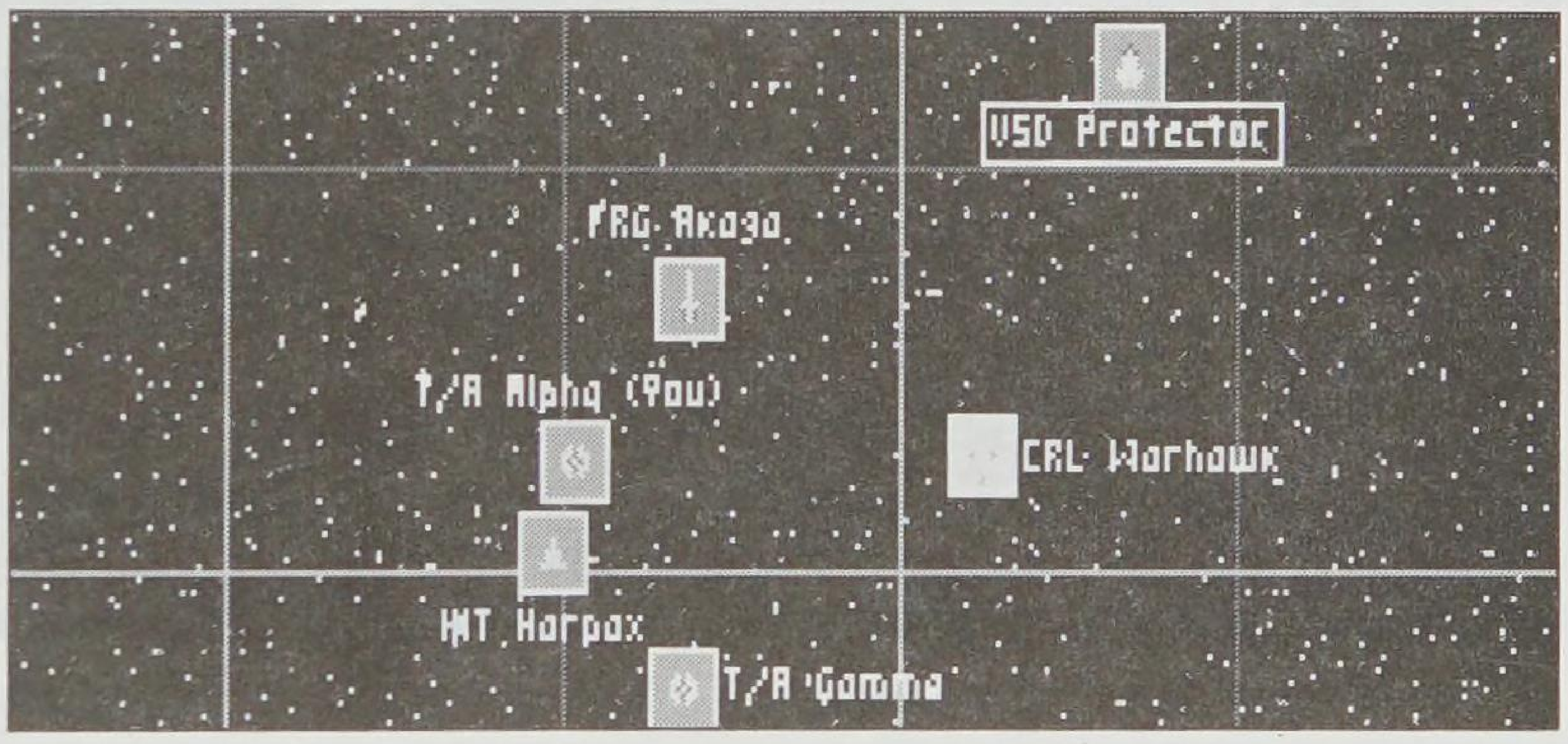
Prakrii laughed. "Either way, it's a dead enemy. That's the point, isn't it."

Saaryu smiled savagely. "You got it, Saaryu. That's the only point."

Maarek finished his battle preparations, thinking about what Saaryu and Prakrii had been saying. He used to feel the same way. And when he was in battle, the fierceness returned. It was kill or be killed. But when the battle was over, that was another story altogether.

MISSION TWO: DESTROY THE AKAGA



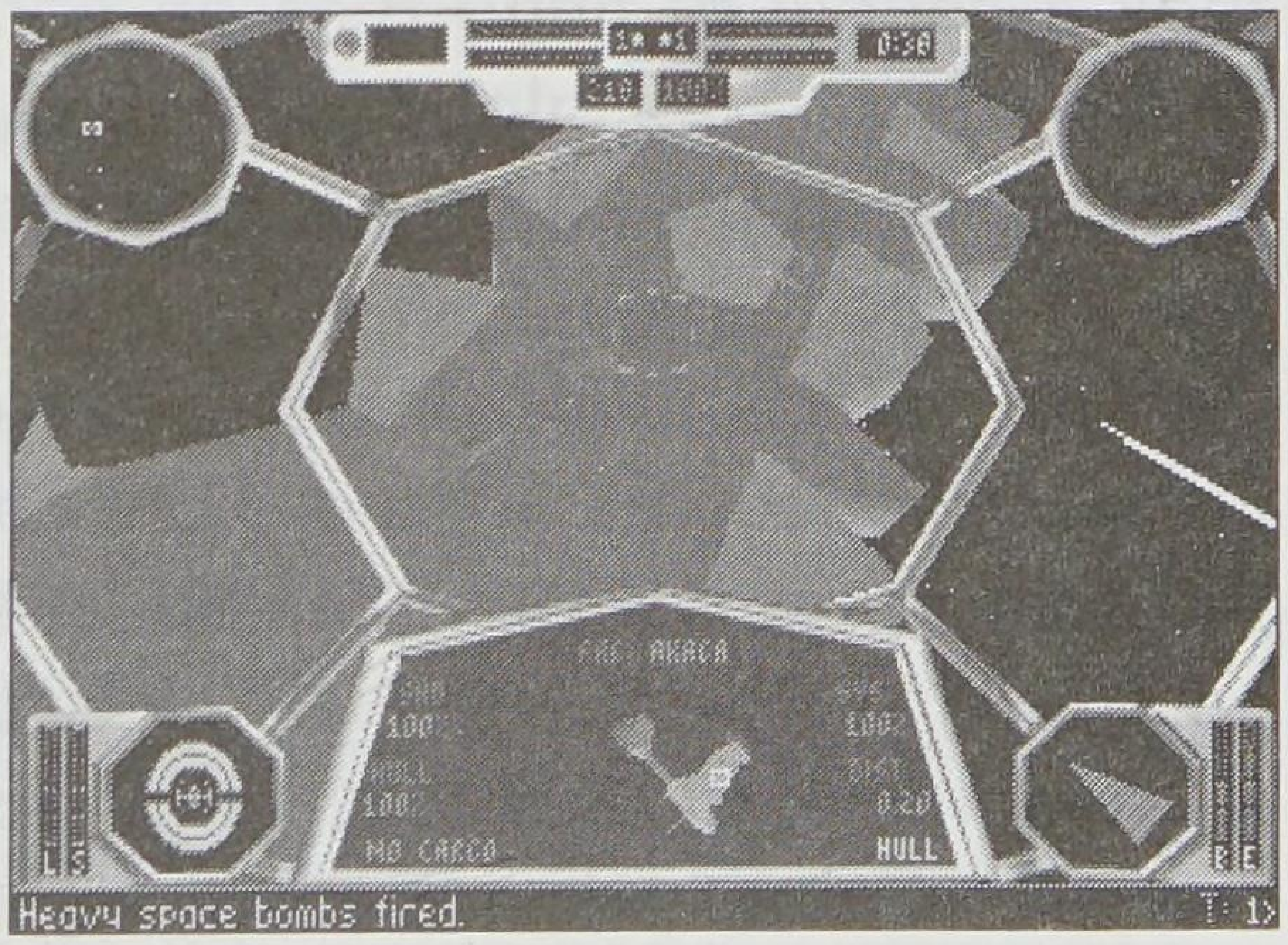


Mission Briefing

The *Harpax* is in trouble. It is surrounded by enemy forces and is not equipped to hold them off for long. You will fly wingman in a two-ship group of TIE Advanced. Your mission is to launch two heavy bombs at the FRG *Akaga*. You must buy time for the *Harpax* until more help can arrive.

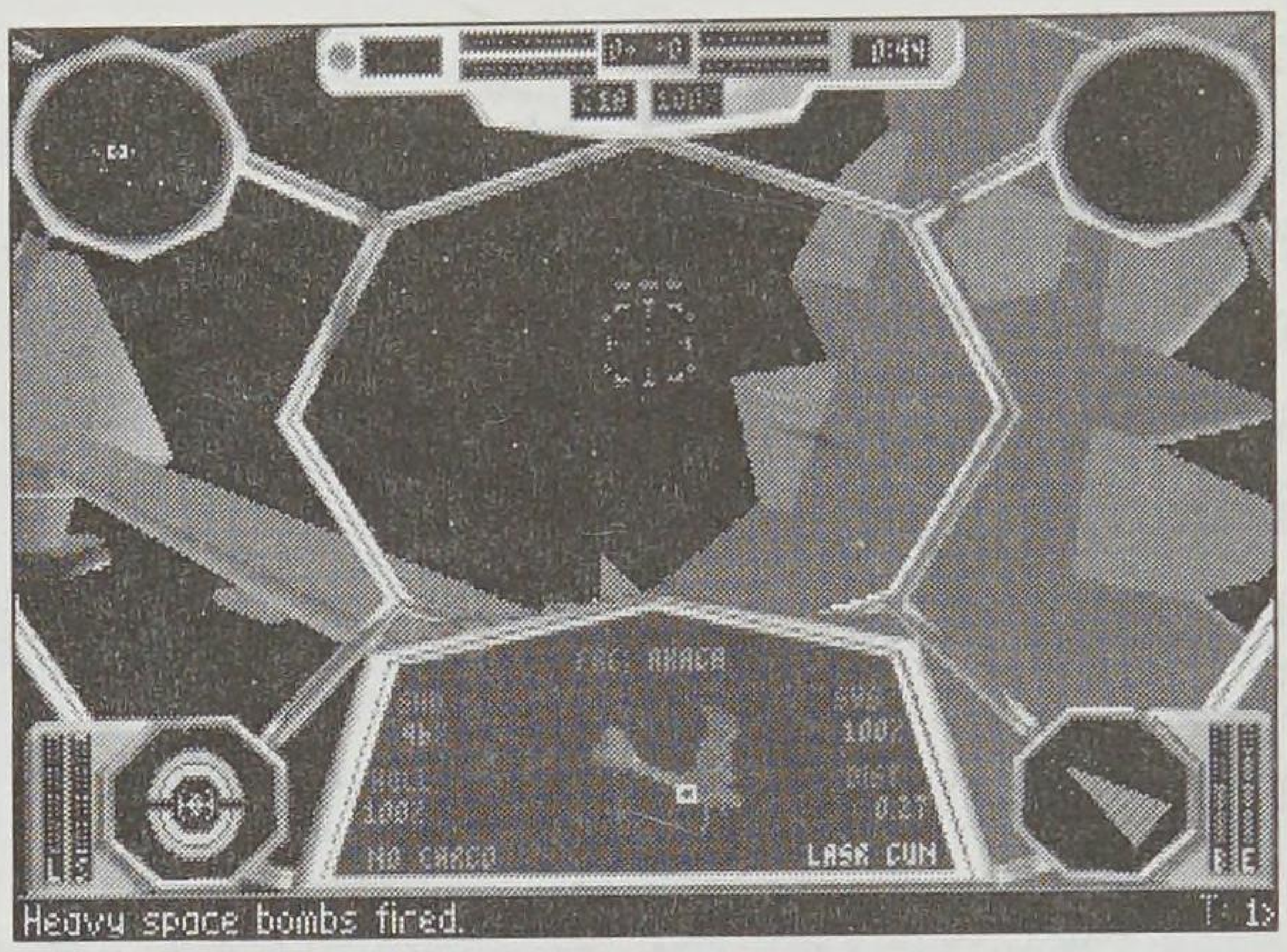
Stele's After-Action Report

I was armed with two heavy space bombs, and I knew the only chance to get them to hit was to pump up my speed and deliver them at point-blank range against the *Akaga*. Otherwise, the Frigate's anti-warhead defenses would destroy the slow-moving bombs before they reached their target.



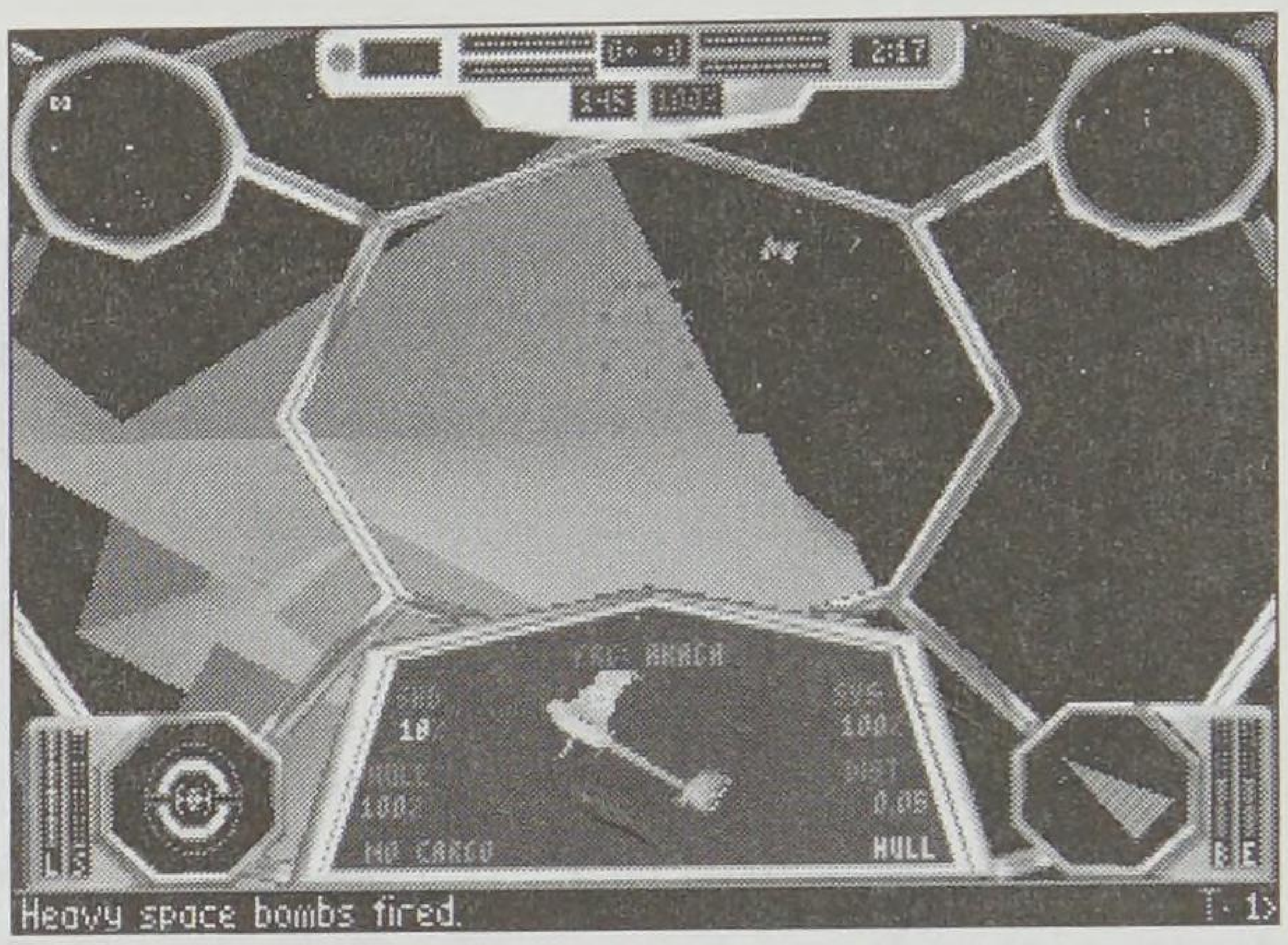
Heavy space bombs fired.

Approaching the *Akaga*.



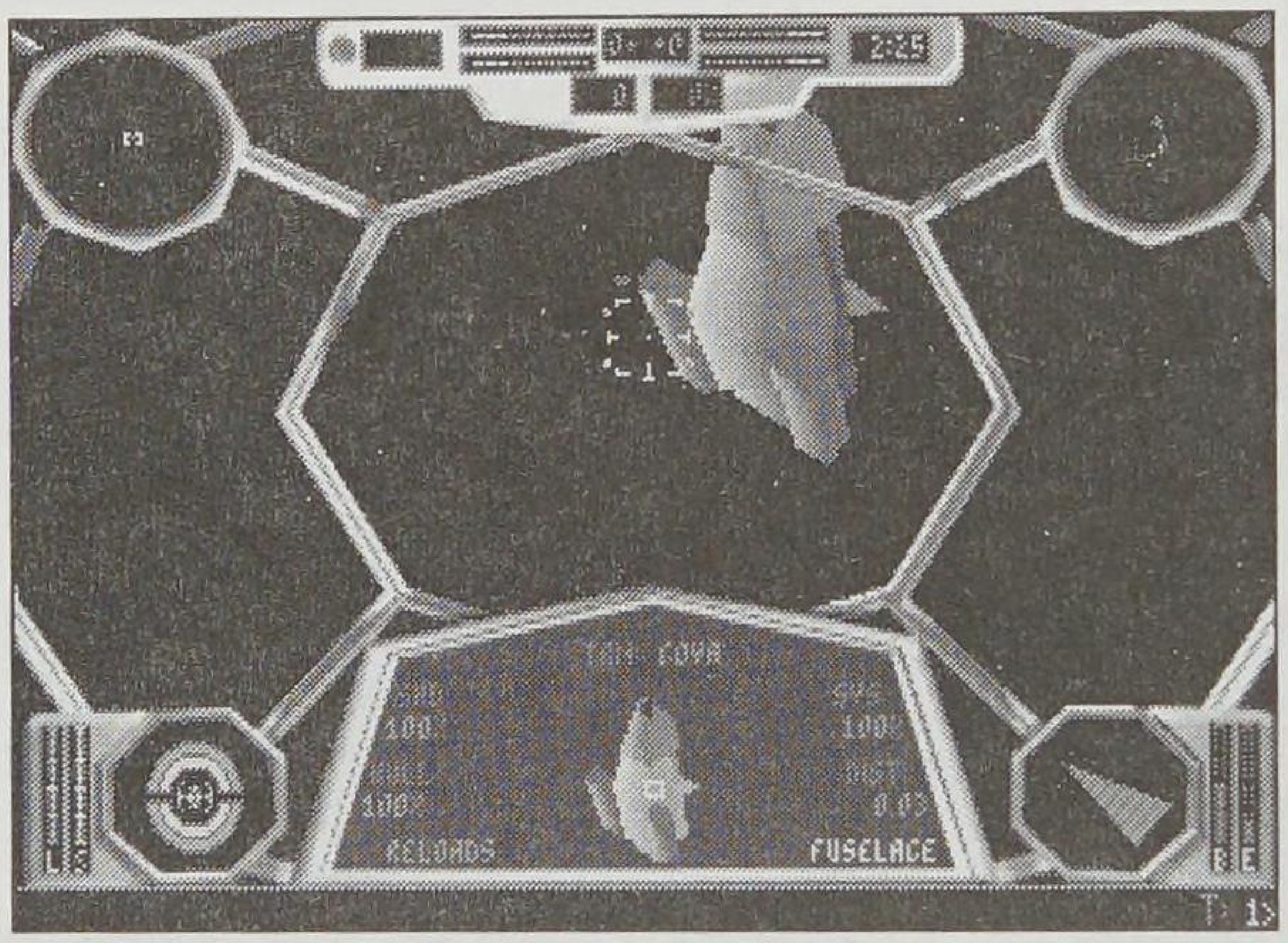
Heavy space bombs fired.

Launching space bombs at the *Akaga*.

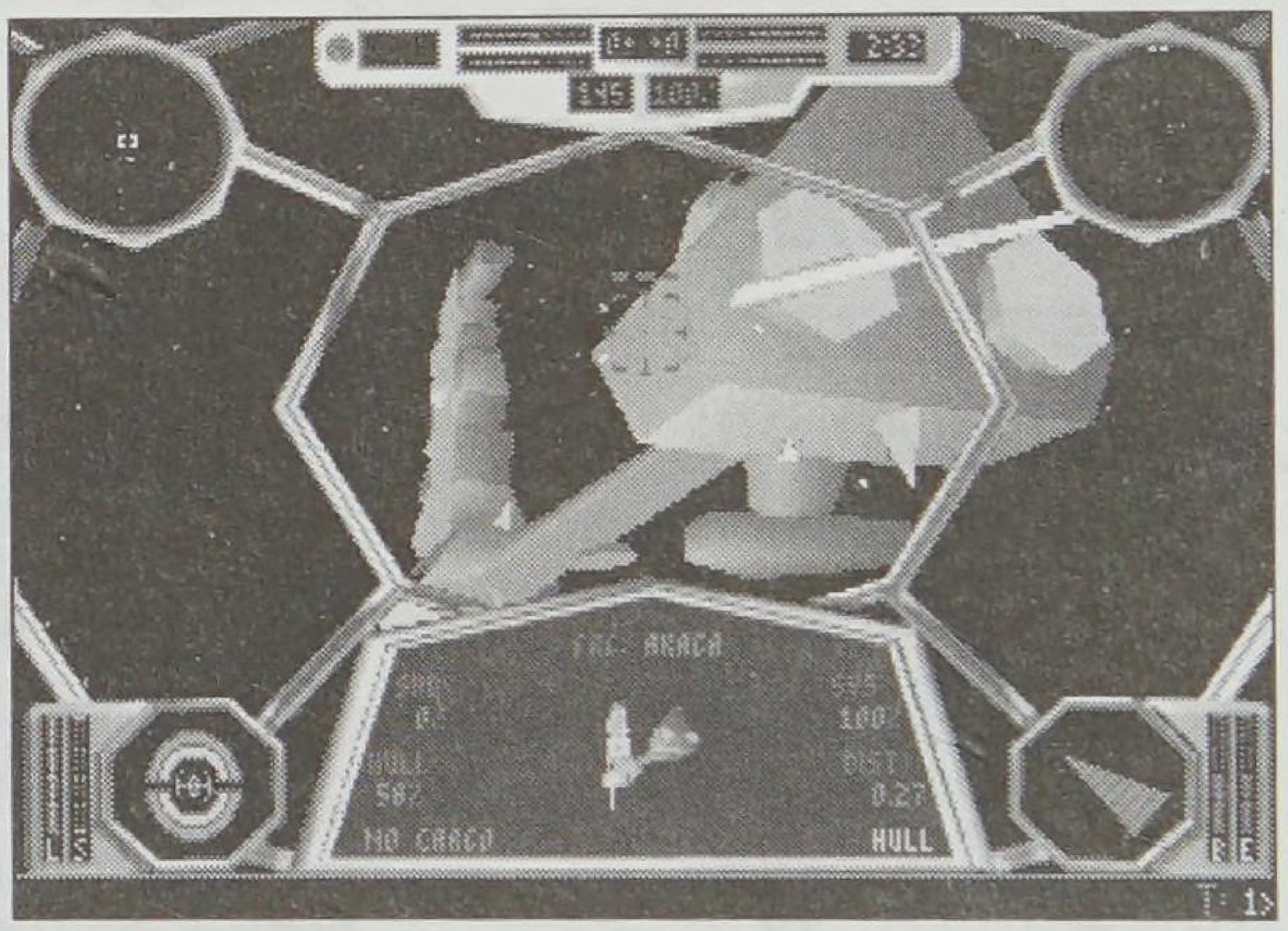


Heavy space bombs fired.

Shields down to 10%.



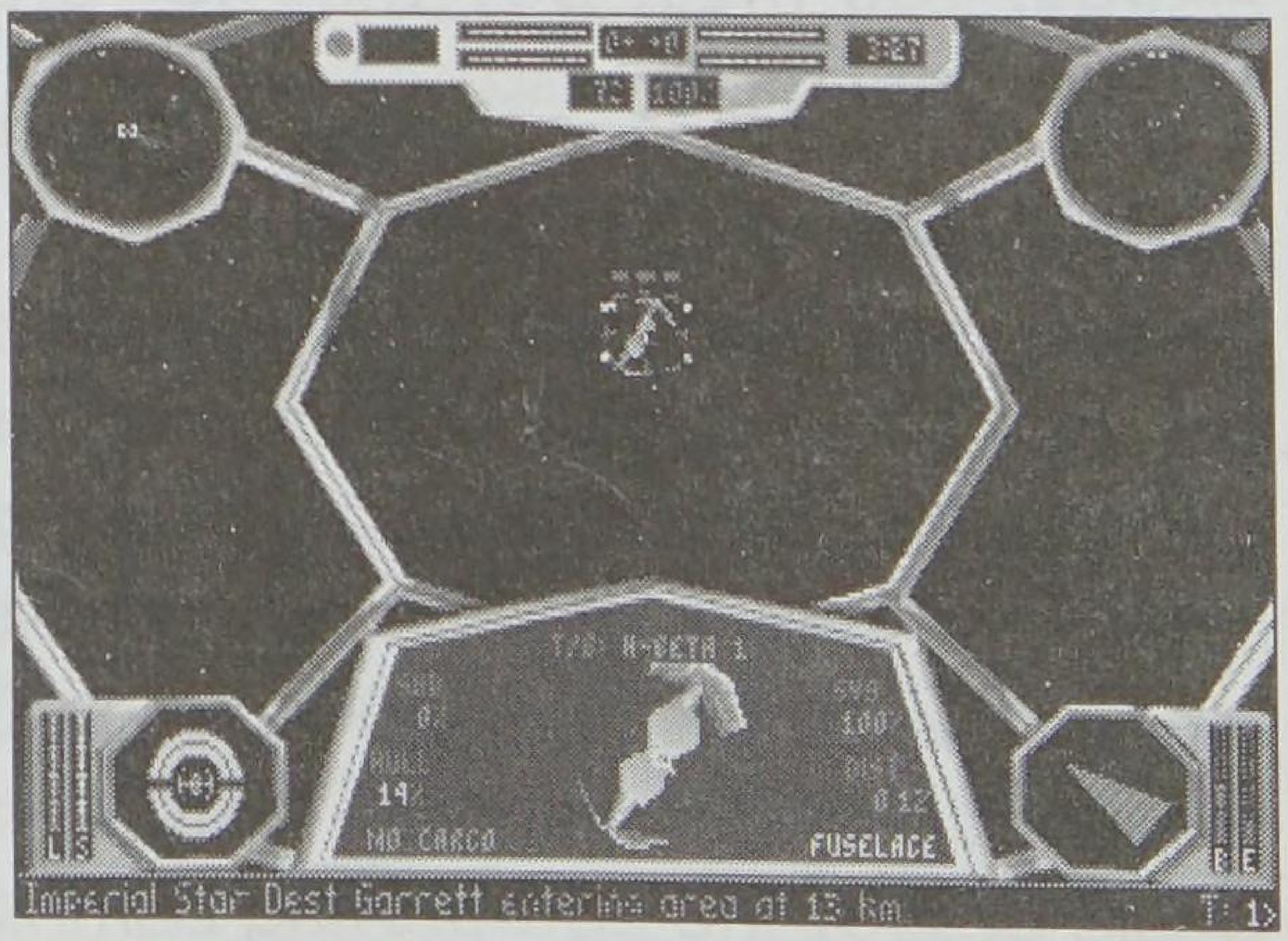
Getting reloaded.



Hull at 50%

My flight leader and I flew close, until we could practically count the rivets on the *Akaga*'s hull, then let loose. Our bombs hit and the *Akaga*'s shields were pretty much gone. I called for a reload and headed back toward the *Garret* to pick up more bombs. After my second run on the *Akaga*, she was down to partial hull strength, so I switched to cannons and took a couple of firing runs on her. She went up in a glorious fireball, and I looked around for someone else to attack.

The *Harpax* was under heavy attack by various starfighters. I put on the speed and went to intercept the enemy. First I went after T/B *H-Beta 2*. Meanwhile, Z-95 *Blue 1* targeted me with a missile. I tried to shoot it

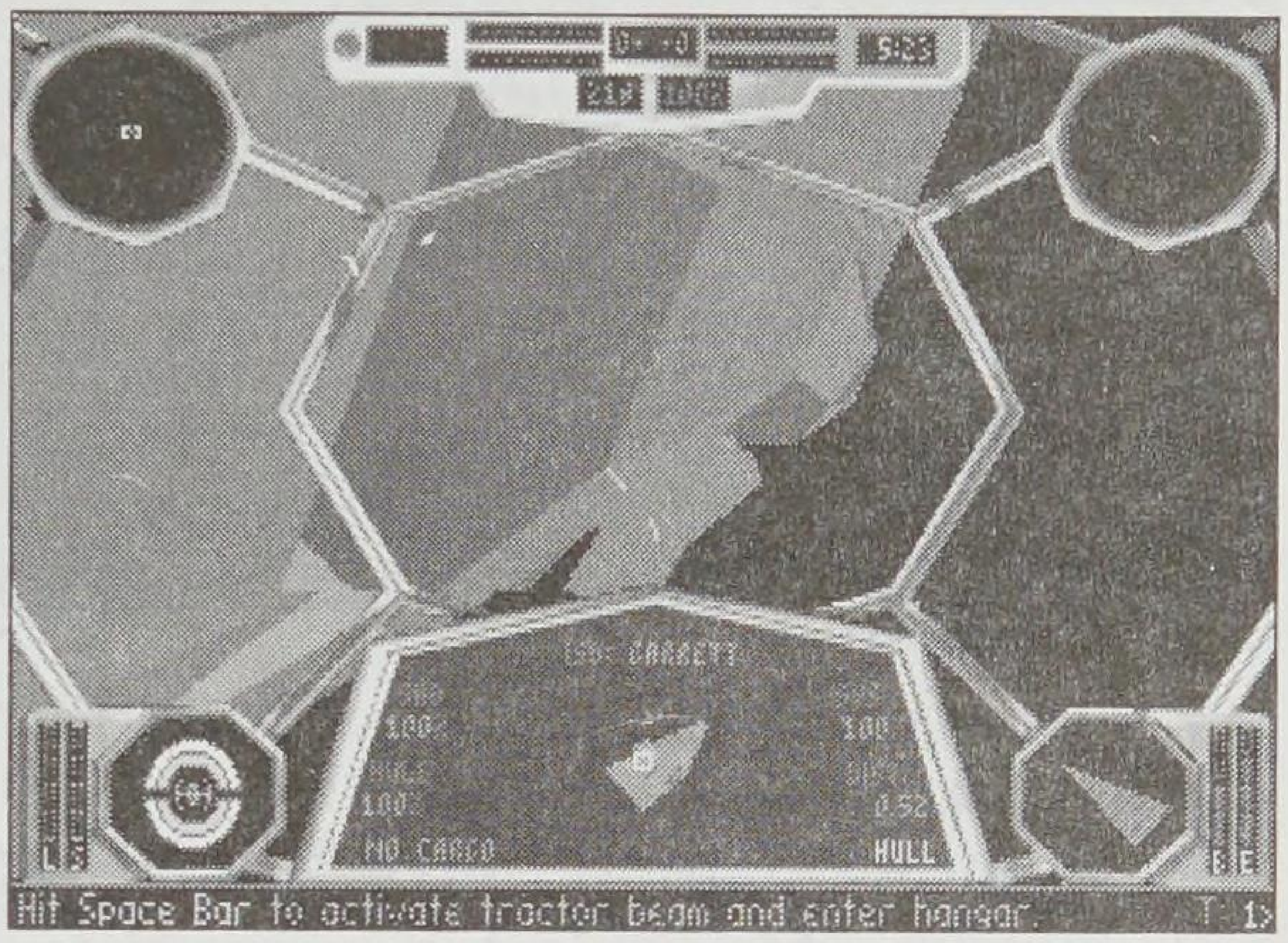


Imperial Star Dest Garrett entering area at 13 km

The *Garret* arrives while chasing a T/B.

down, but missed. Took a hit, but survived and rebalanced shields. I took out *H-Beta 2* and then *H-Beta 1*. I had to slow down to keep them in my sights, but they went quickly under rapid single-fire blasts. Another wave of T/Bs launched, and I headed straight for them, putting up a shield of rapid single-fire blasts ahead of me.

I kept after various starfighter groups until the *Garret* arrived. Then I stuck around a little longer helping to mop up the enemy, even though my primary mission was complete. Not once during the battle did I consider that my friend Grommet might be flying one of those enemy craft.



Hit Space Bar to activate tractor beam and enter hangar.

Mission complete.

Debriefing

Primary Goals: Interdictor *Harpax* must survive.
Destroy FRG *Akaga*.
ISD *Garret* must arrive.
Bonus Goals: Destroy all of Y-wing group Red for 500 pts.
Destroy all of Y-wing group Gold for 750 pts.
Destroy all of Z-95 group Blue for 750 pts.
Destroy all of Z-95 group Red for 1000 pts.
Destroy all of X-wing group Gold for 1000 pts.

The envoy was waiting for him when he came out of the hangar.

"Maarek Stele," said the robe. Was there really a man inside?

Maarek stopped and followed the man into a quiet corridor. The Order liked to meet this way. They couldn't just talk in an office somewhere.

"Be careful, Stele. The danger mounts with every moment."

By this time, Maarek was used to the Order's dramatic ways, but this was too strange. What was he supposed to reply to that statement?

The silence was too disturbing. He had to say something. "Is there a specific task for me?" he asked bluntly.

The robe shook. "No. Be alert. Be wary. Danger may come from unexpected quarters." The man turned and walked away.

With a slight shudder, Maarek, too, turned and headed for the pilot's waiting area. The next mission would soon be upon him and he needed something to drink and a moment to breathe. He always had the impression that the Order knew much more than they were telling him, and that if they would only come out with it, he'd be a lot better off. Or, perhaps, they knew much less, and were just trying to keep him edgy. If that was the case, they were succeeding admirably.

At length, he stepped into the pilot's lounge, which was a cavernous hall filled with groups of pilots eating, drinking, playing various card and board games, or just talking. Pilots tended to congregate in groups, and on a Star Destroyer, there were so many pilots at any given time, that it was next to impossible to meet them all. Perhaps that's why he hadn't run into Xeal before that moment.

"Maarek!"

The voice was familiar. Turning toward the sound, he recognized his former friend and student.

"Xeal. You're alive." Maarek studied the man who stood before him. This was not the raw recruit, the uncertain pupil, the confident but terrified young man. This was a pilot who stood before him.

Xeal laughed. "I'm not only alive, but, if you had any powers of observation, you'd see that I've already made it to Lieutenant."

Maarek smiled, but inside he was disturbed. "Congratulations." He saluted, still smiling, then motioned toward a nearby table. "Can you sit for a moment?" he asked.

Xeal took a seat, saying, "I know we have only a few minutes before our next mission. I just wanted to thank you for the help you gave me before."

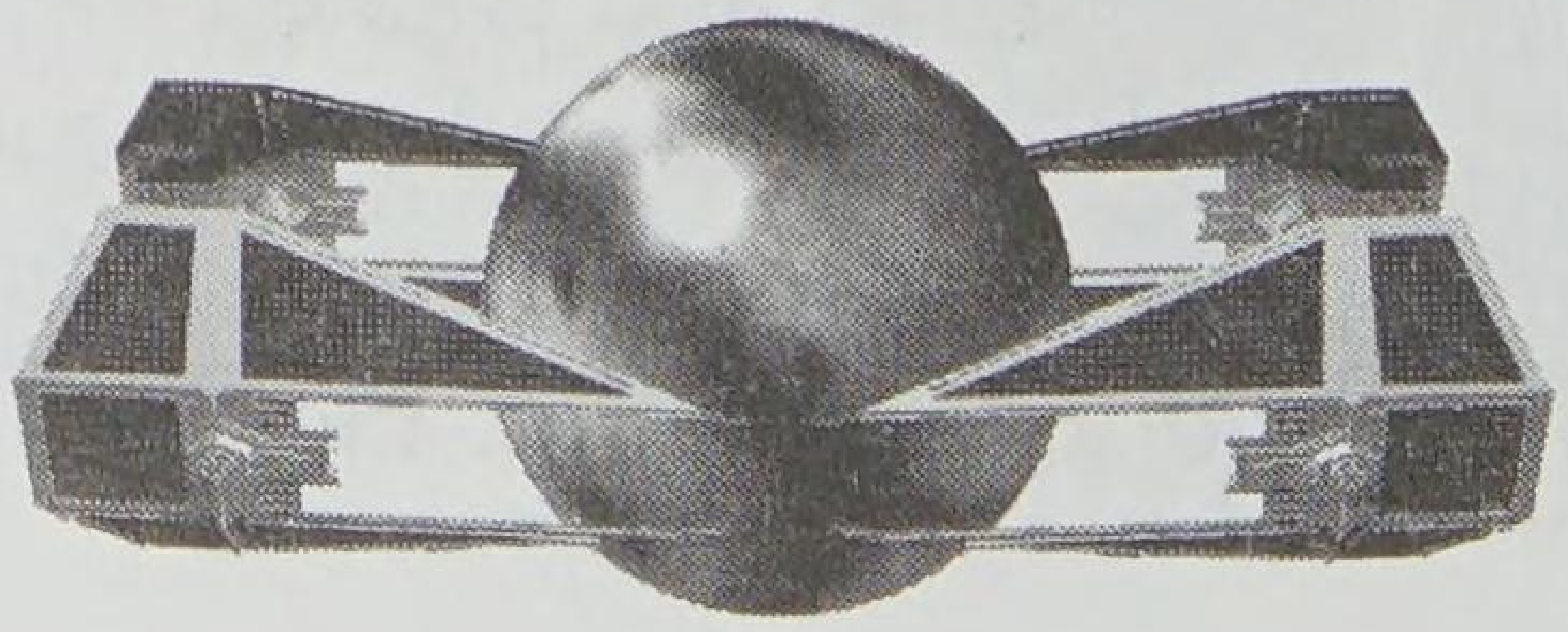
Maarek studied Xeal's face, especially the eyes. They were definitely the eyes of a pilot. A killer. Maarek felt unaccountably sad. "You seem to have done well with it," he said absently.

For his own part, Xeal was carefully scrutinizing his former teacher. "Your reputation has grown, Maarek. But you seem different somehow. Has something happened?"

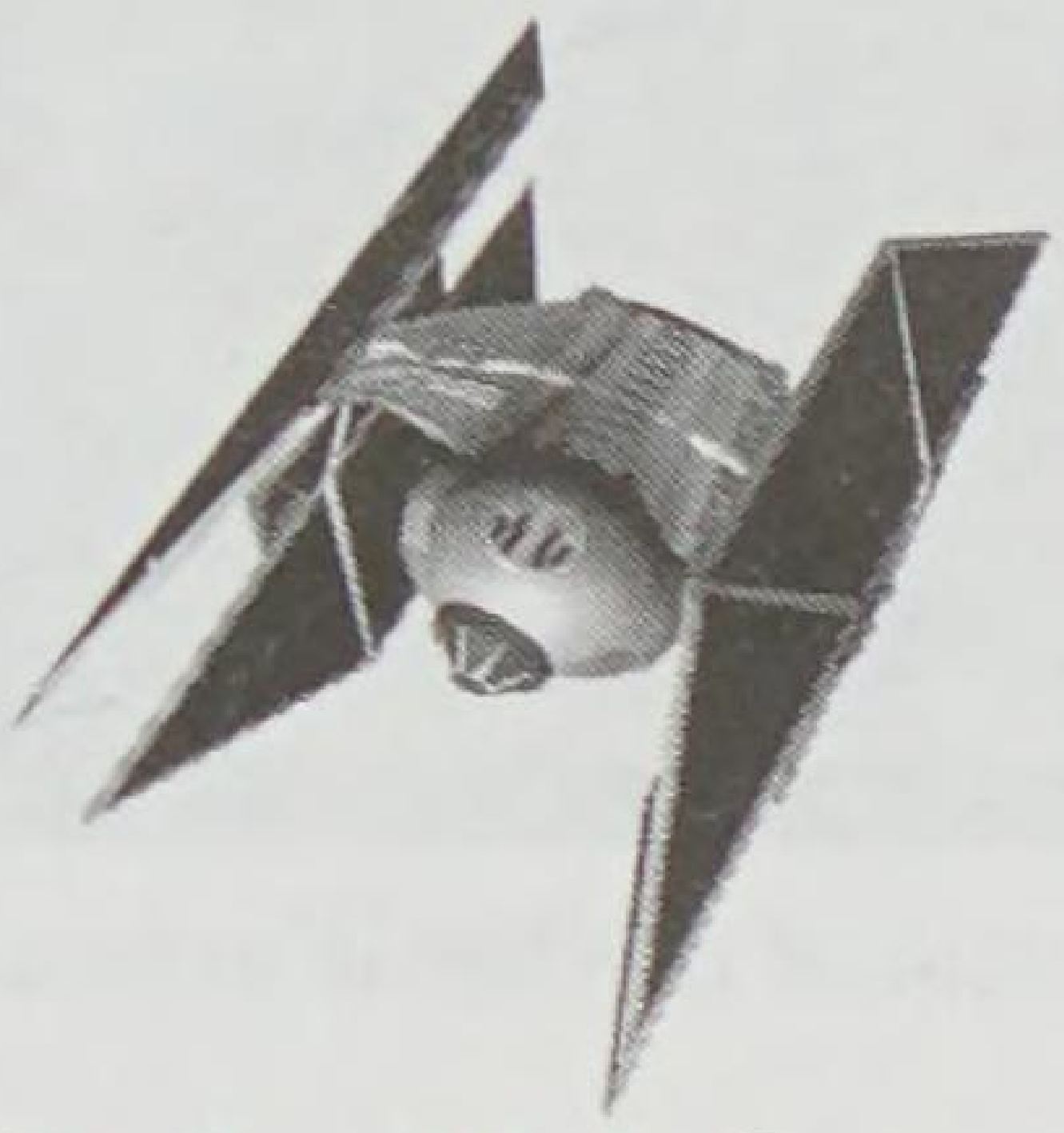
Maarek shrugged. "Too much," was all he said. "Too much. Too little." He shook his head to clear out the confusion. "It's all right. I've just had a lot on my mind lately."

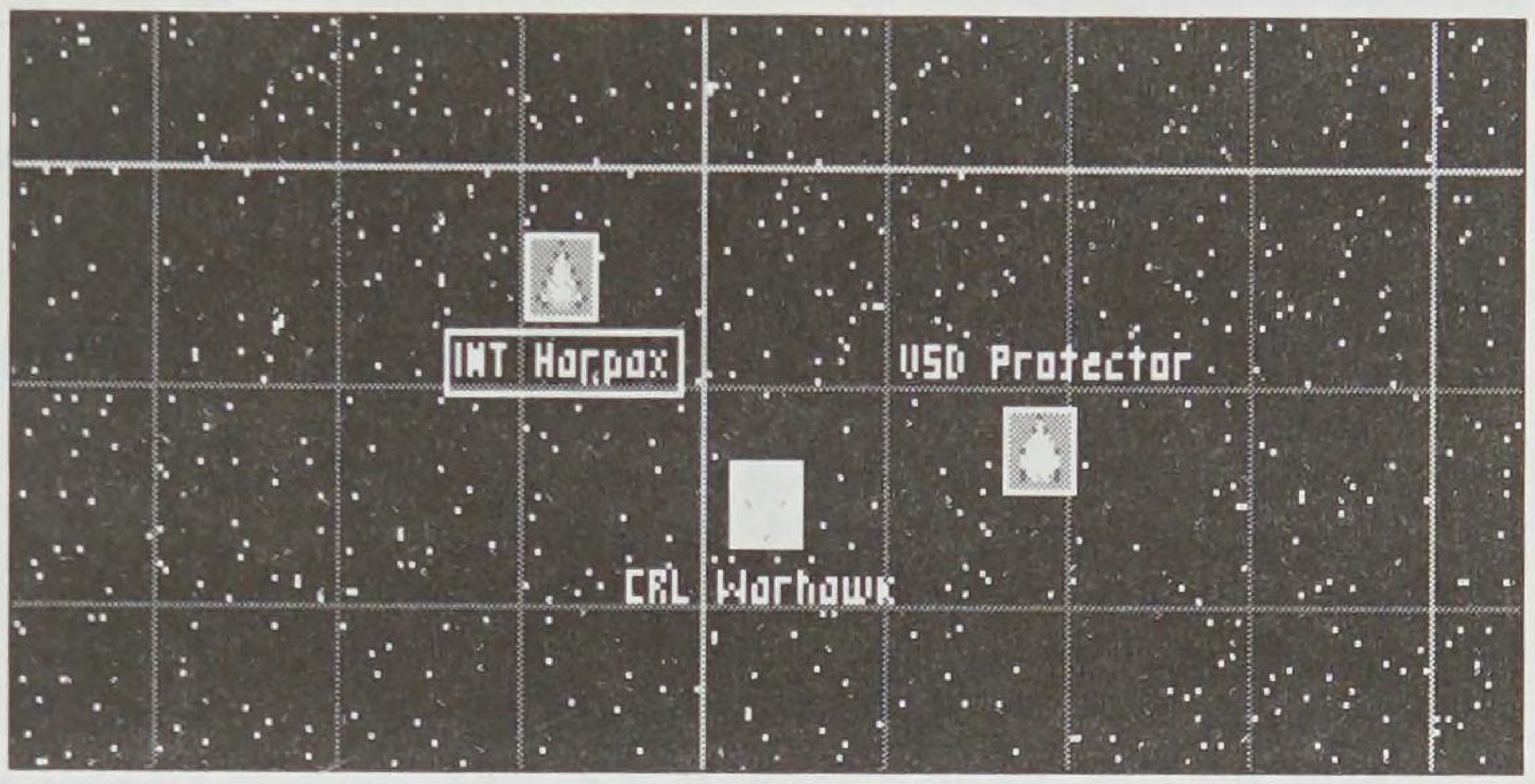
"If we get out of all this, I'd like to hear about it," said Xeal. "Right now, though, we've got some defectors to eliminate. Time to cleanse the wounds to the Empire's integrity."

"Yes," Maarek replied. "At least that's simple enough."



MISSION THREE: RETRIBUTION





Mission Briefing

This mission is an all-out effort to destroy the defecting fleet. You are to pay particular attention to the destruction of the capital ships. You must also protect the ISD *Garret* from enemy attack. You will lead a three-ship group of TIE Advanced starfighters. Look for reinforcements during the mission from Admiral Zaarin's forces.

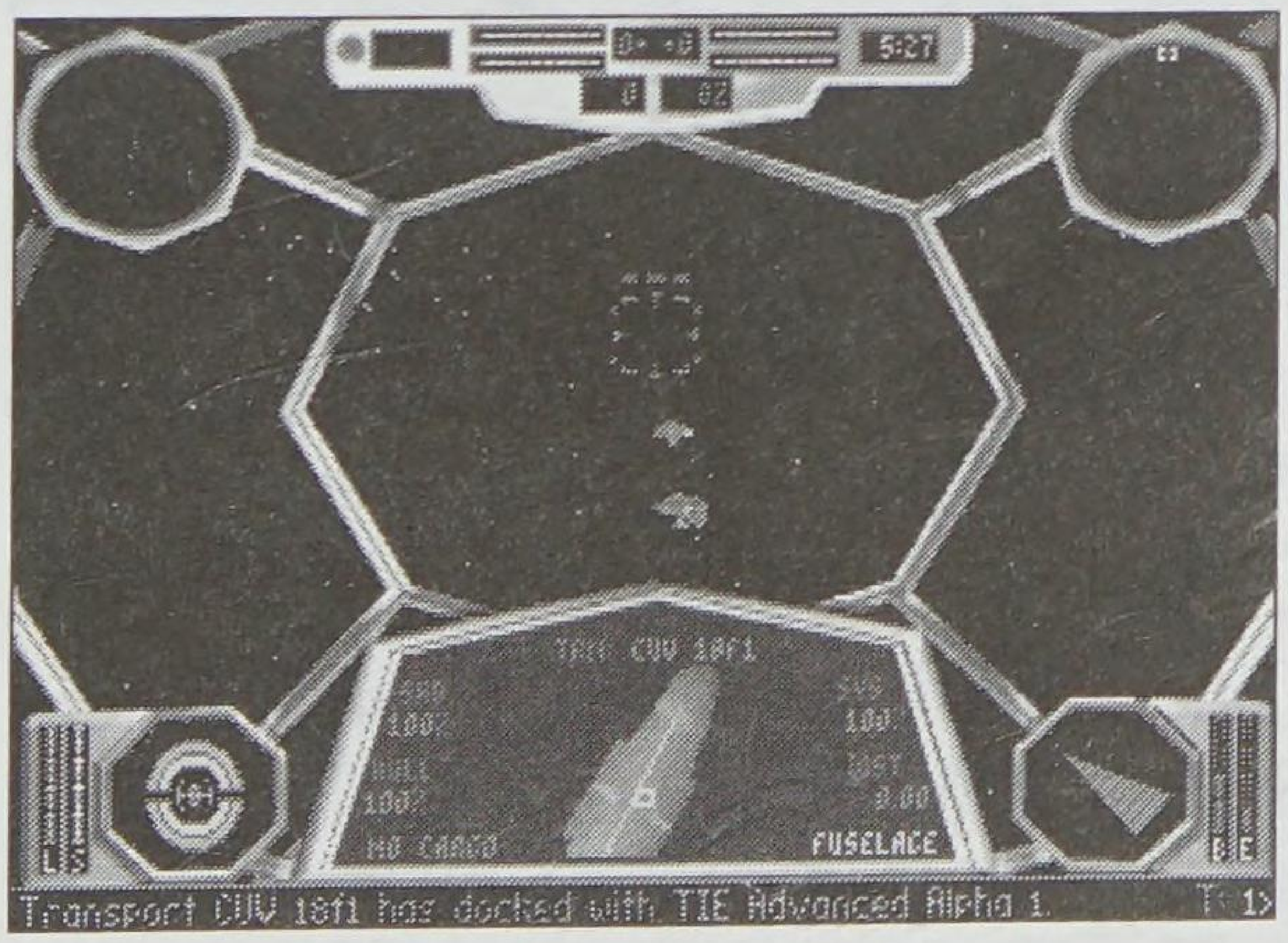
Secret Order

Stay alert. Be prepared to act as the situation presents itself.

Stele's After-Action Report

It was time to finish this defection nonsense for good. The traitors would be punished. That's the way the Empire works. So we were going to destroy the *Protector*, and the *Warhawk* for good measure.

I headed for the *Warhawk* first. She was already down to 50% shields. I launched all my torpedoes at her, point blank, then turned around and called for a reload from TRN *CUV 18f1*. The TRN was about 8 km away, so I lowered all my recharge rates to zero and sped toward it. At about 2 km, I cut speed to zero and set recharge rates back to maximum. I still had to bleed off a little speed to come to a stop right next to the TRN. There was no time to waste. Once the reloading was complete, I headed back toward the cruiser. She was pretty damaged by this time, so I used a few torpedoes to finish her



Transport CUV 18f1 has docked with TIE Advanced Alpha 1.

Picking up a reload.

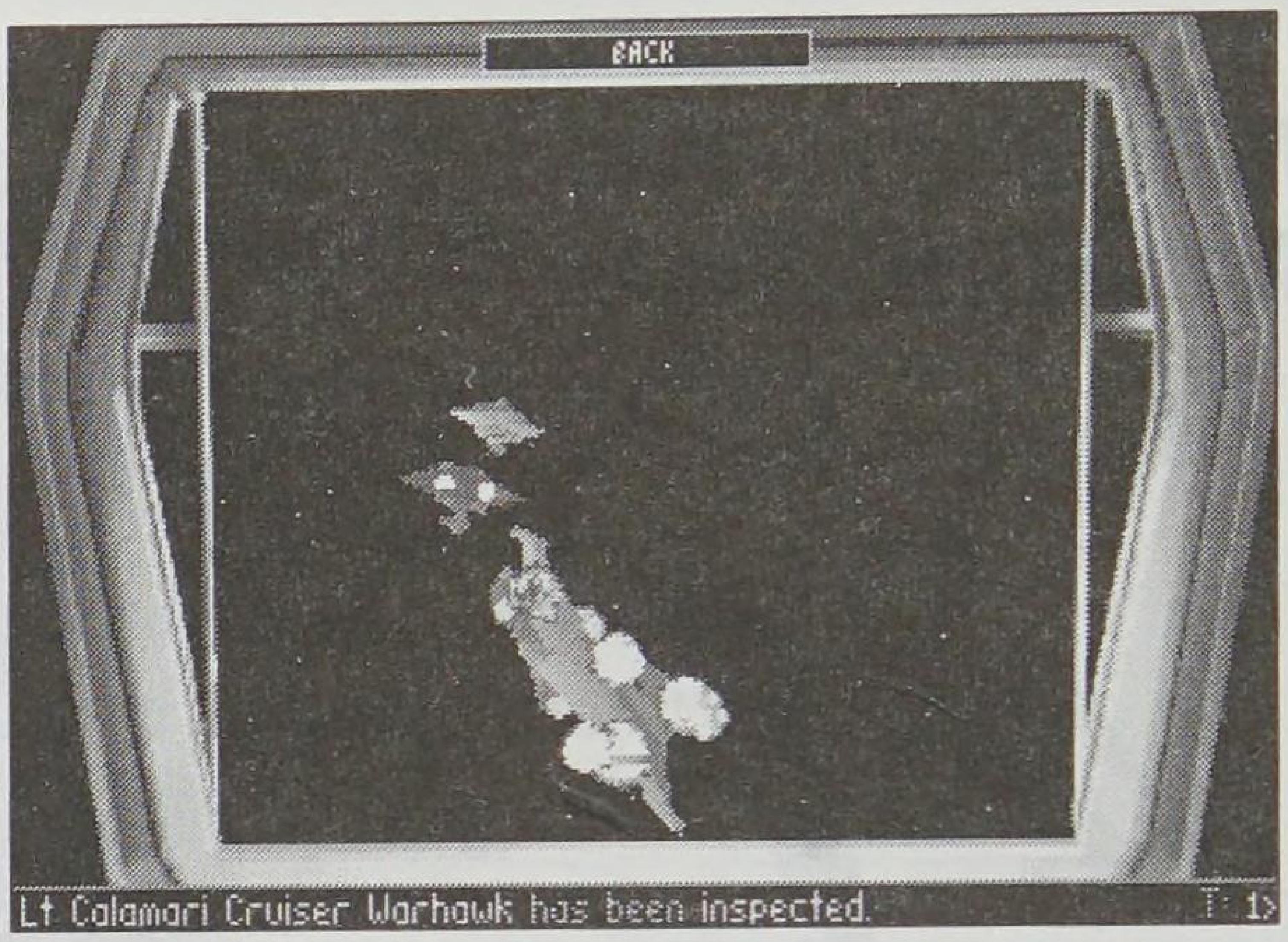
off, then targeted the *Protector* and launched the rest.

I returned for my second torpedo reload at around 4:12 elapsed mission time. I targeted the *Protector*'s individual laser batteries and lobbed 1 missile at each of them. Once more, I reloaded my torpedo launchers, then returned and blasted the *Protector*. By this time, the *Protector* was within range, so I just fired away and called for another load. The TRN had enough torpedoes to load me five times, and I had just called for my fourth reload. I decided to head in and take out the *Protector* with cannons. She was almost gone already, and her gun turrets were mostly destroyed, so it was safe to fly in close.

The *Harpax* was under a heavy attack by Rebel CRVs *Triumph 1* and *Triumph 2*. I headed in at top speed and attacked the CRVs and some escort shuttles from Spitfire group. I was able to catch the escort shuttles in a crossfire, and they took some damage from the CRVs.

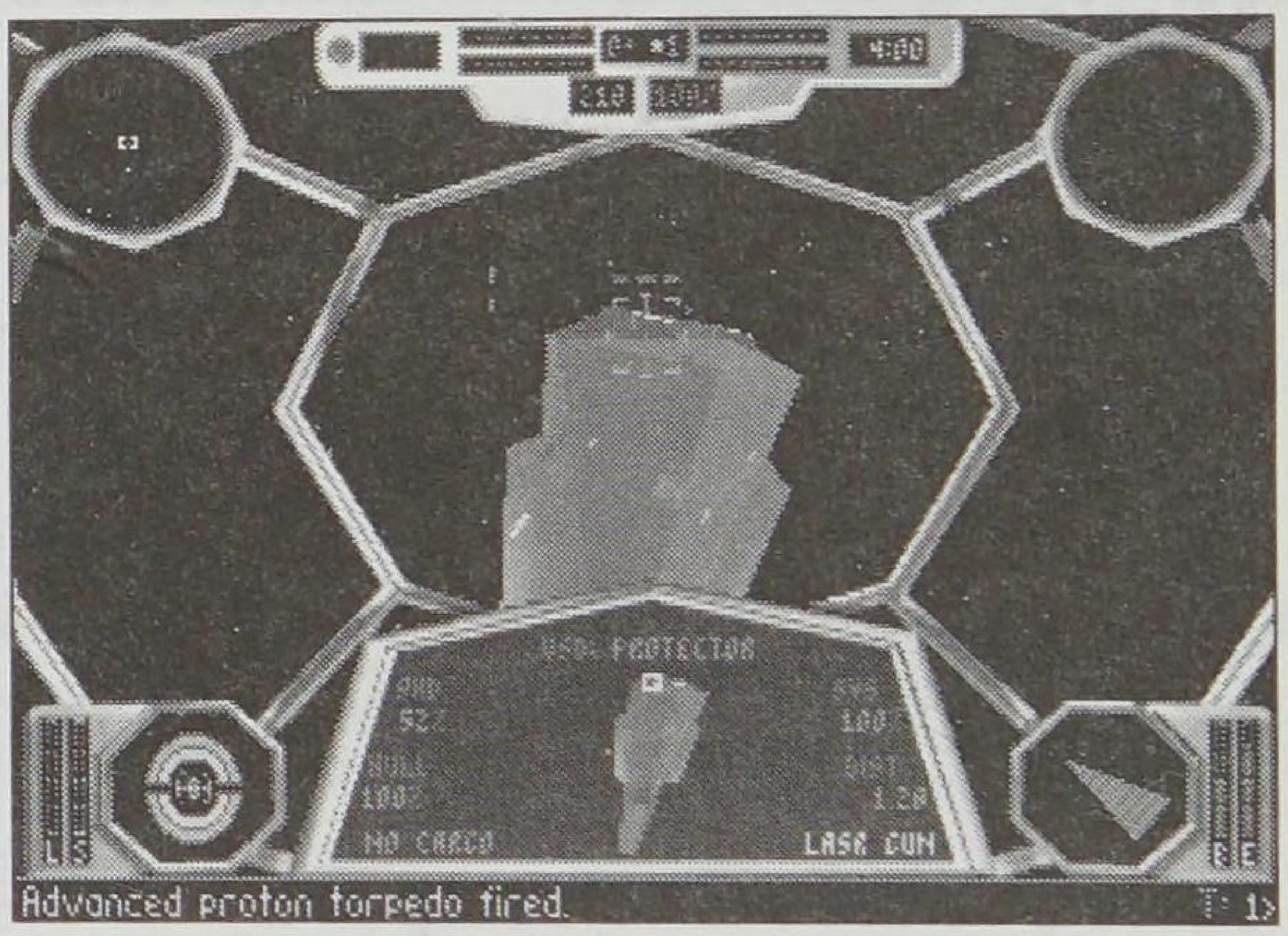
I took out the CRVs with torpedoes and cannons, quickly disabling their guns and then finishing them off. I also shot a few torpedoes at the escort shuttles to avoid having to get in too close. The *Harpax* was taking a beating, though, and I was starting to wonder where Admiral Zaarin's forces where, when, on cue, they appeared.

That fool, Zaarin. Now I understood why he had made me so nervous. He was deranged. He was attacking the Imperial ships!



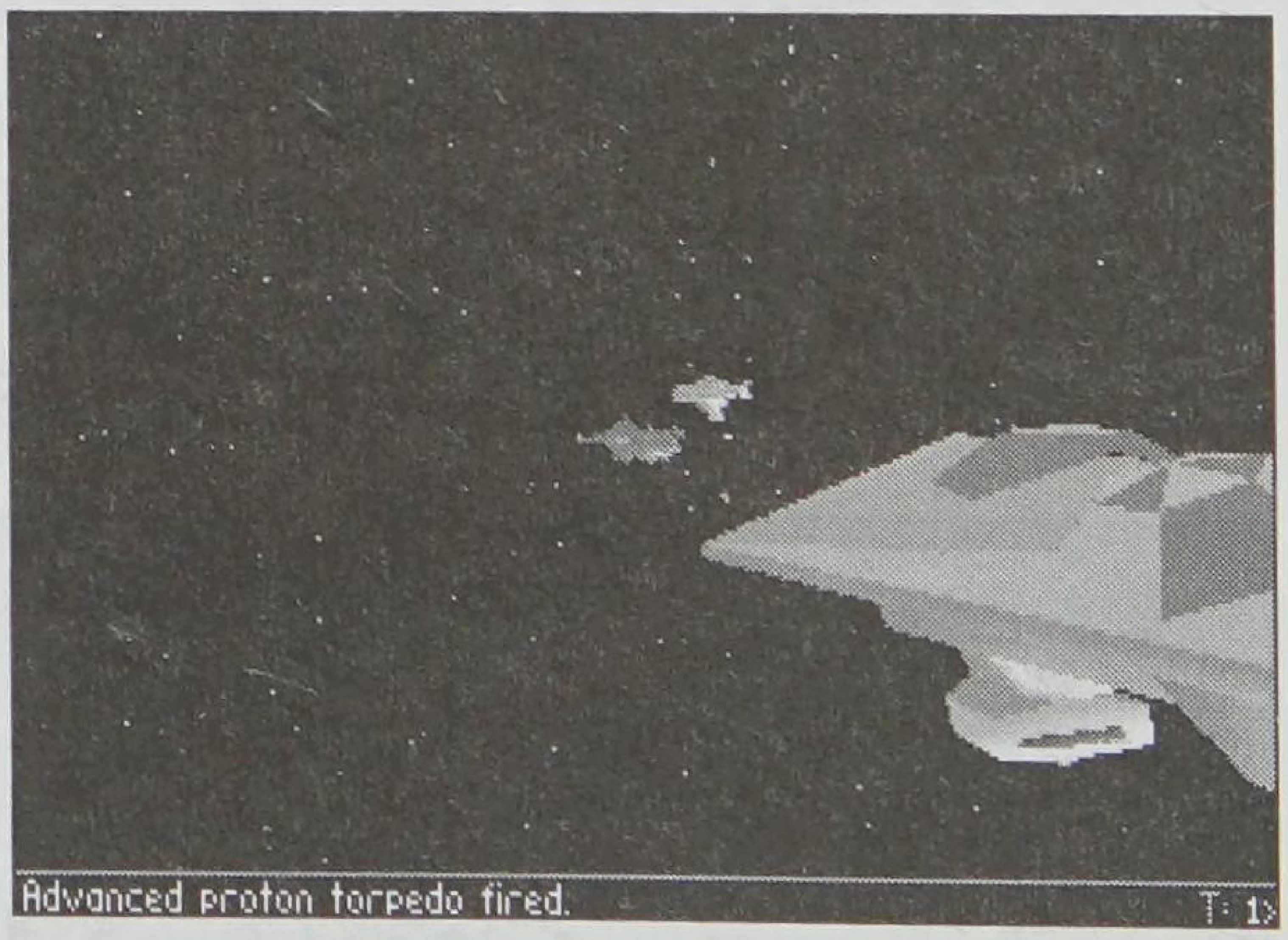
Lt Calamari Cruiser Warhawk has been inspected.

Looking back at the remains of the *Warhawk*.



Advanced proton torpedo fired.

Firing on the *Protector*.

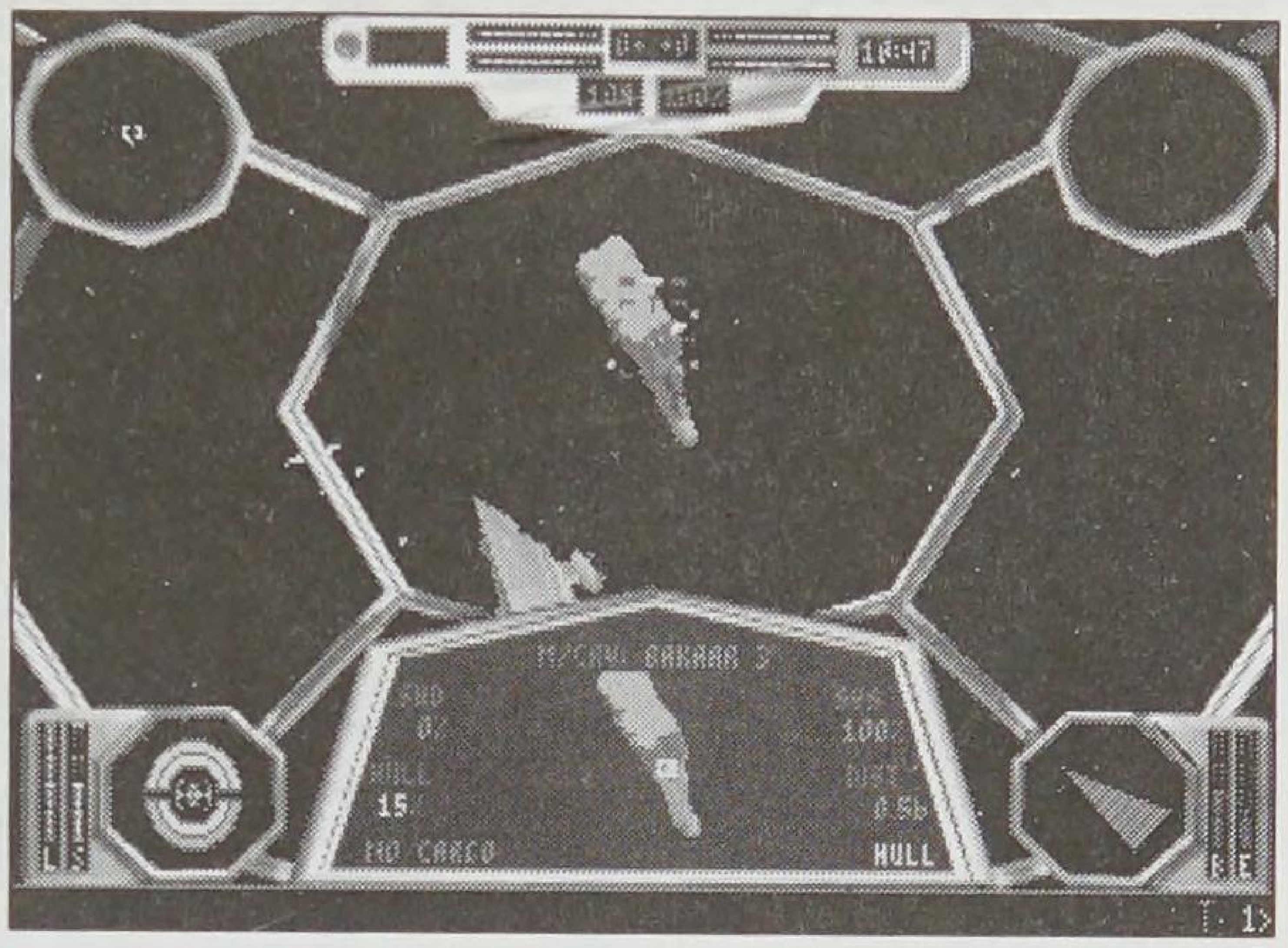


Advanced proton torpedo fired.

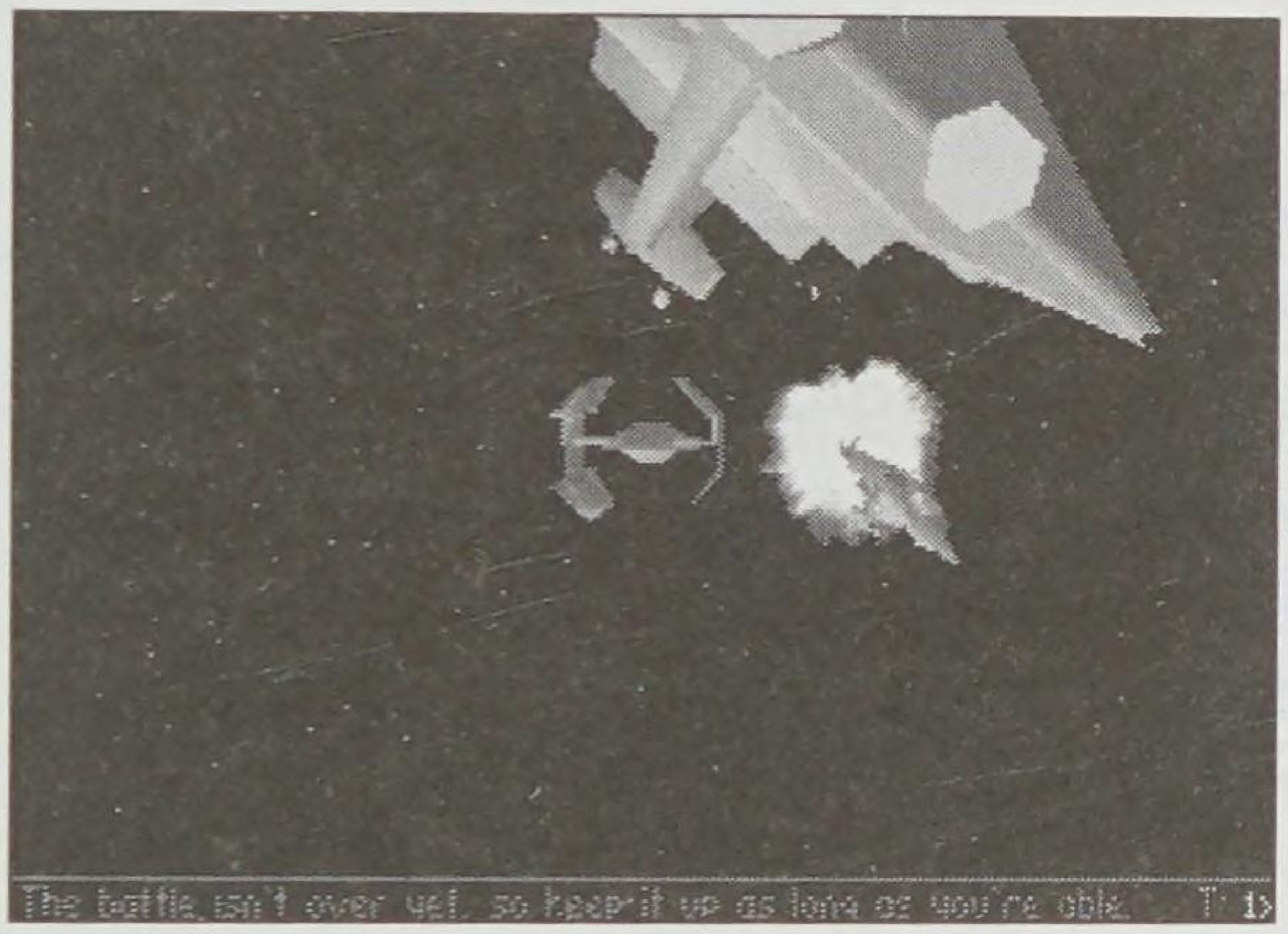
The *Harpax* is in trouble.

Transport CUV 18f1 reports docking operation complete.

Zaarin's traitorous M/CRVs.



M/CRV *Bakaar 3* down to 15% hull.



The battle isn't over yet, so keep it up as long as you're able.

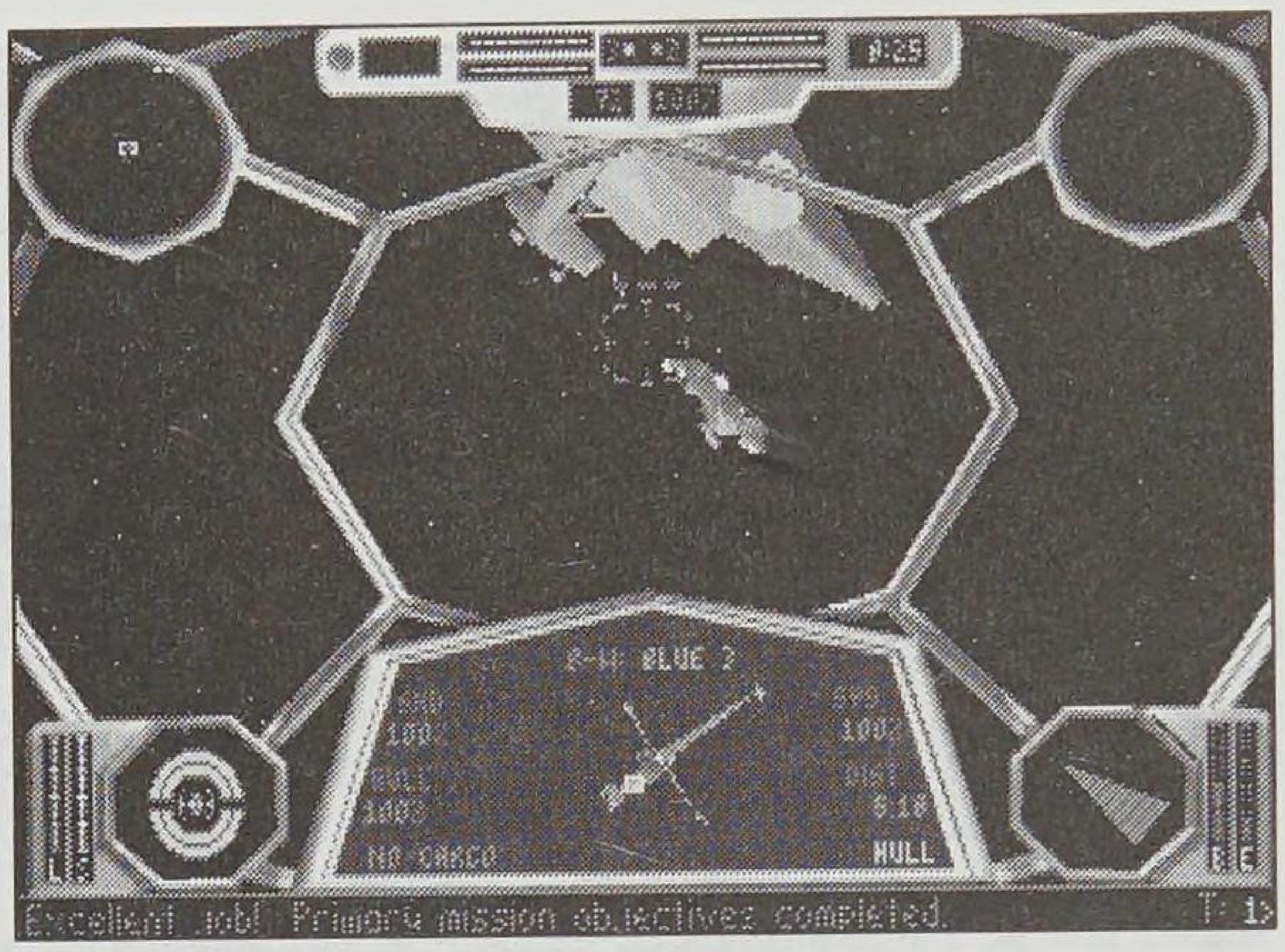
Can't stop yet . . .

I still had a few torpedoes, and I quickly fired one into each of Zaarin's M/CRVs (*Arditi*). Then I switched to cannons and looped between them, strafing them on each pass. I had *Arditi 1* down to 52% hull on one pass, and finished her off the next time around. The other two followed shortly after. I noticed that the escort shuttles were getting blasted without my help, but then another M/CRV group arrived — *Falcon*. They were 8 km away, so I turned my attention to the ATRs of group Upsilon, then took care of some Assault Gunboats from group Z-Tau. The *Garret* launched some T/Bs to go after *Falcon*, but I joined in and helped them take out the modified corvettes. More gunboats showed up, and then three more M/CRVs, this time designated Bakaar. I noticed that I had been fighting now for 25 minutes, and the battle was still raging. I had to avoid some missiles shot by the gunboats, and had to separate a few times to recharge and rebalance shields. But I kept going in after the M/CRVs until they were all destroyed.

I lost the *Harpax* about then. It just took too much damage. But I kept after the starfighters that remained until there were none left.

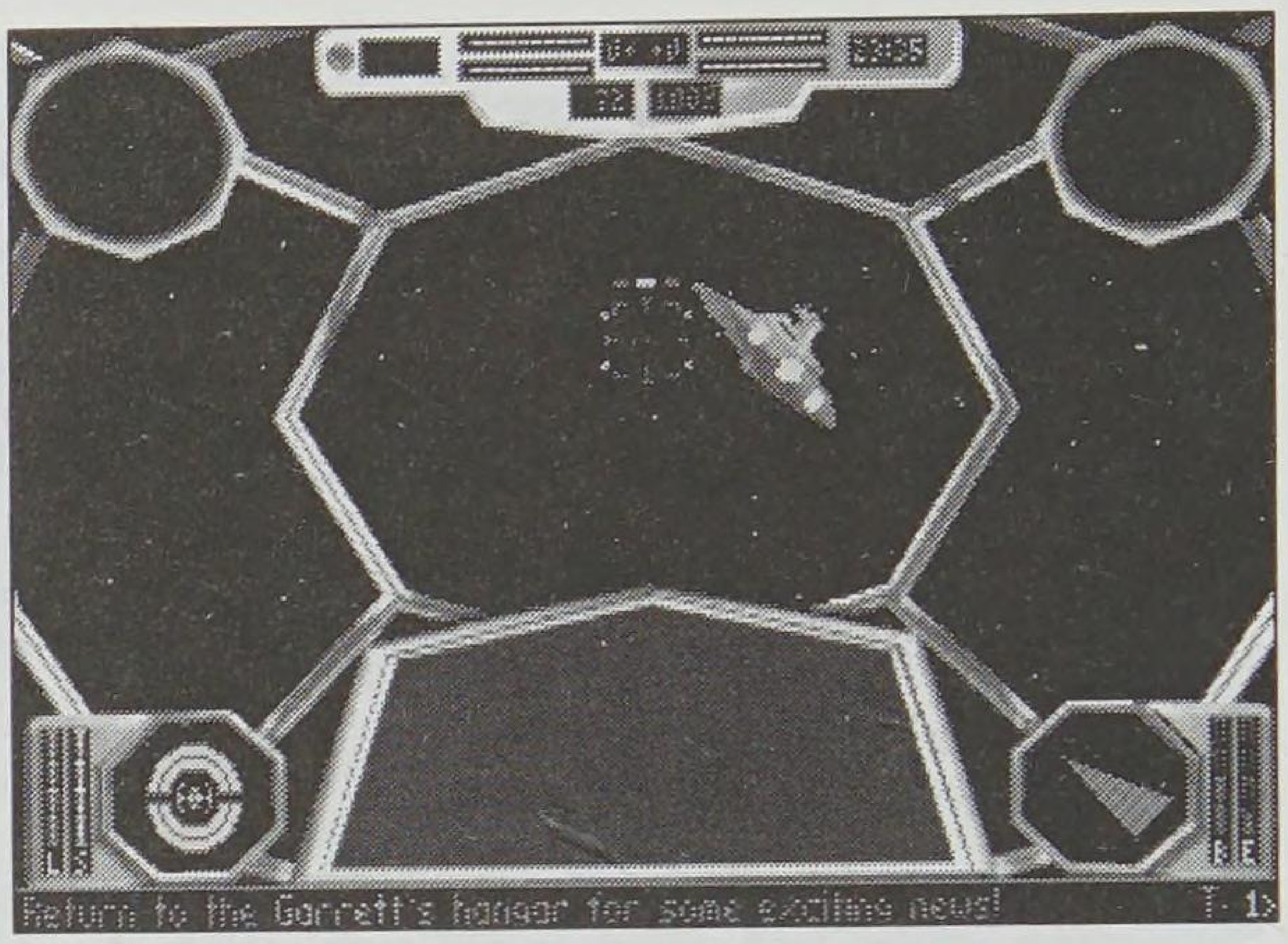
In retrospect, I realized that I might have saved the *Harpax* if I had paid more attention to B-wing group Blue when they appeared. I had been too busy with the CRVs.

Attacking an ATR.



Excellent job! Primary mission objectives completed.

Going after B-wings as mission is complete.



Return to the Garrett's hangar for some exciting news!

Time to meet Darth Vader.

Debriefing

Primary Goals: Destroy *Victory*-class Star Destroyer *Protector.*
Destroy Calamari light cruiser *Warhawk.*
Imperial-class Star Destroyer *Garret* must survive.
Secondary Goals: Destroy all of modified corvette groups *Arditi, Falcon,* and *Bakaar*
Destroy all of assault transport group Upsilon.
Bonus Goals: Destroy all Rebel craft.
Interdictor *Harpax* must complete its mission for 2000 pts.

Immediately after the battle with the defectors, Maarek was detained by four anonymous stormtroopers who grabbed him and said, "Come along, Stele. You're wanted on the bridge." They weren't particularly gentle about it and they hustled him along almost at a run.

The bridge was in chaos. Technicians were busy repairing the damage the *Garret* had suffered during the attack. Others were running around doing the mysterious jobs that kept a starship of the size of a Star Destroyer running. In the commander's chair was the Dark Lord himself, Darth Vader.

Maarek gasped involuntarily when he first saw Lord Vader. All the other activity on the bridge ceased to exist, and it was as if Maarek were suddenly enveloped in silence. The only voice he heard was Vader's. The only person he saw was Vader. He stood at one end of a tunnel. Vader stood at the other.

"Welcome, Colonel Stele," he said, and his voice resonated through Maarek like a great bass drum.

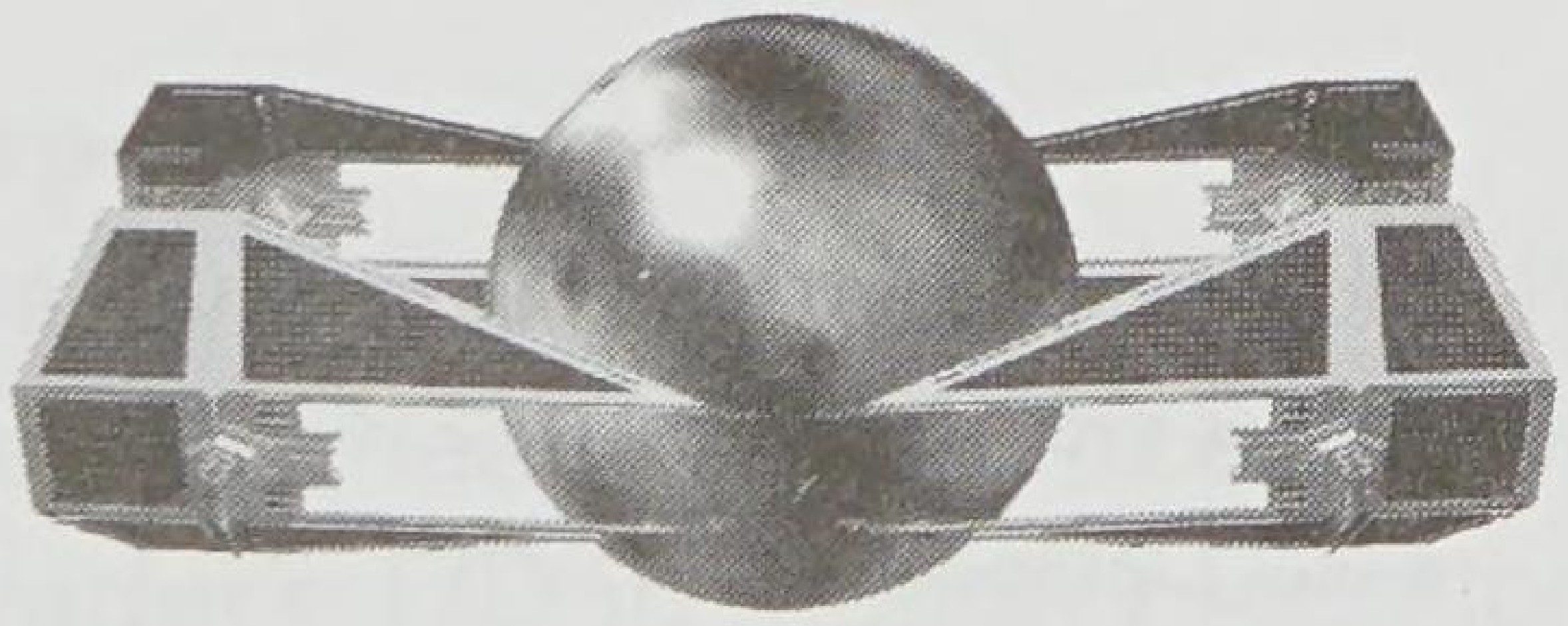
He couldn't speak. He managed a salute, or thought he did. The truth was, he didn't know the difference at that moment between intent and action. But the Dark Lord didn't wait for a reply.

"I've called you here, Colonel Stele, because of your recent association with Admiral Zaarin. Tell me what you know about Zaarin." he demanded.

Maarek found himself speaking, saying things he didn't even realize he had known. "Admiral Zaarin is ambitious. He has been hording technology in the hopes of creating an advanced force to use to take over the Empire. He asked me to lead a special squadron of advanced starfighters. I think he intends to overthrow the Emperor." He heard himself speaking, but he was detached from the words, as if it were someone else who spoke. The only other sound was that of Lord Vader's strange mechanical breathing. Part of Maarek, the part that still represented his own will, realized how frightened he was, and how eerie this all seemed. But there was no thrill of emotion. No adrenalin pulsing through him. He felt like a puppet, and the most frightening aspect of it all was that he didn't care in the least.

Meanwhile, Vader had considered Maarek's words. "You have confirmed what we believed. So much we had surmised. It seems as if Zaarin has developed some dangerous plans, and we believe the Emperor to be in great danger. I want you to join me, Colonel, on an urgent mission. You have trained in the new starfighter. I want you to accompany me and break through Zaarin's lines. I must get to Corruscant immediately. Come. Now."

As suddenly as it had come on him, the silence was broken, and he was once again on the bridge of the *Garret*. Vader stood and walked down to the deck, brushing past Maarek. "Come," he said, and Maarek followed, dazed. His only coherent thought was, He's awfully tall.



Meanwhile, Admiral Zaarin was handed a small holo. Quickly, he shoved it into the viewer.

"It shows the plans for the new TIE Defender," said Major Crundha. "One of the officers was trying to sneak it off the ship.

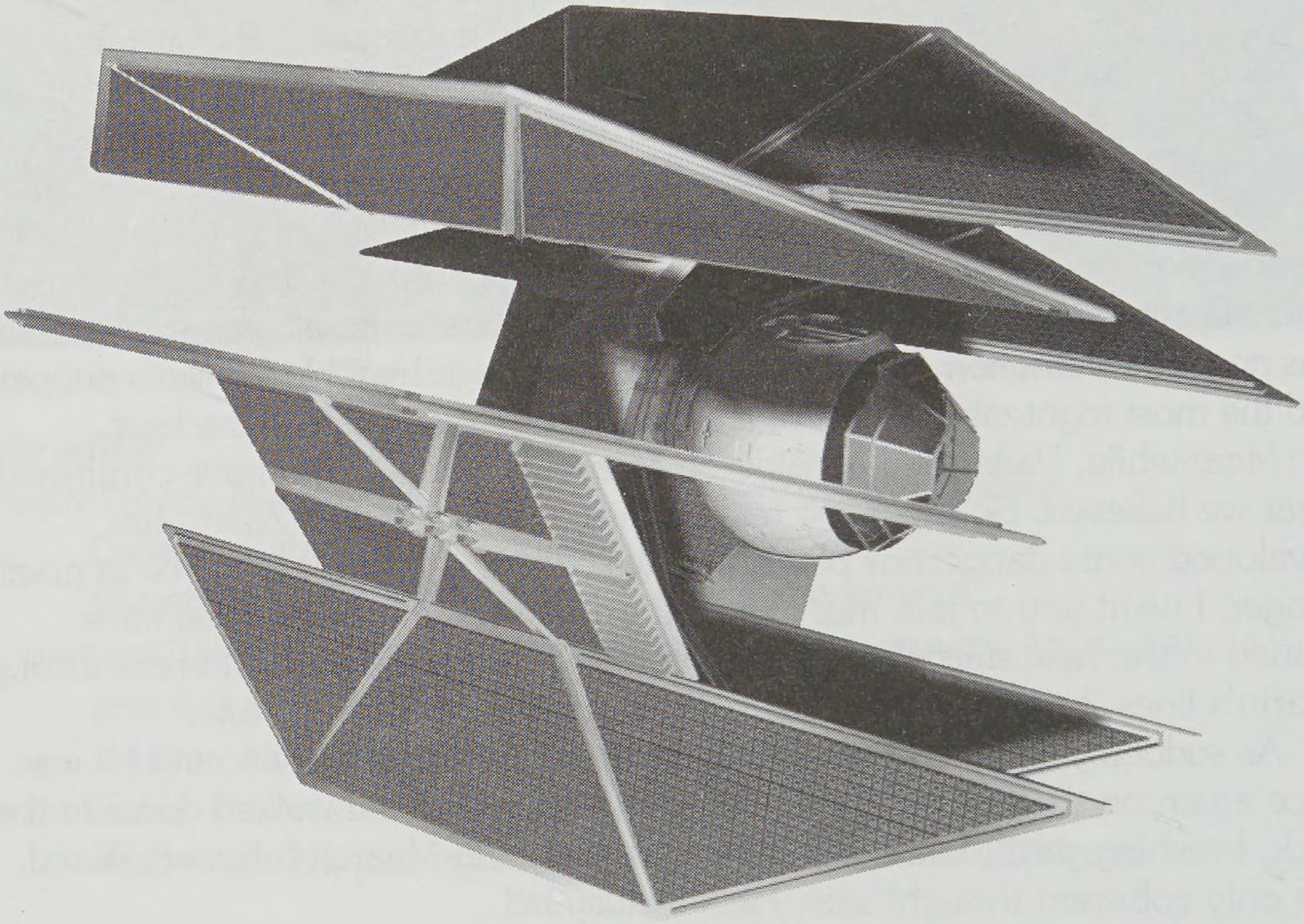
Zaarin studied the holo image for a moment, as if he had never seen it before. He looked up slowly, and when he spoke, his voice was strangely calm. "Show me that officer."

"I'm afraid he's escaped," Crundha answered with obvious reluctance.

"What was his name?"

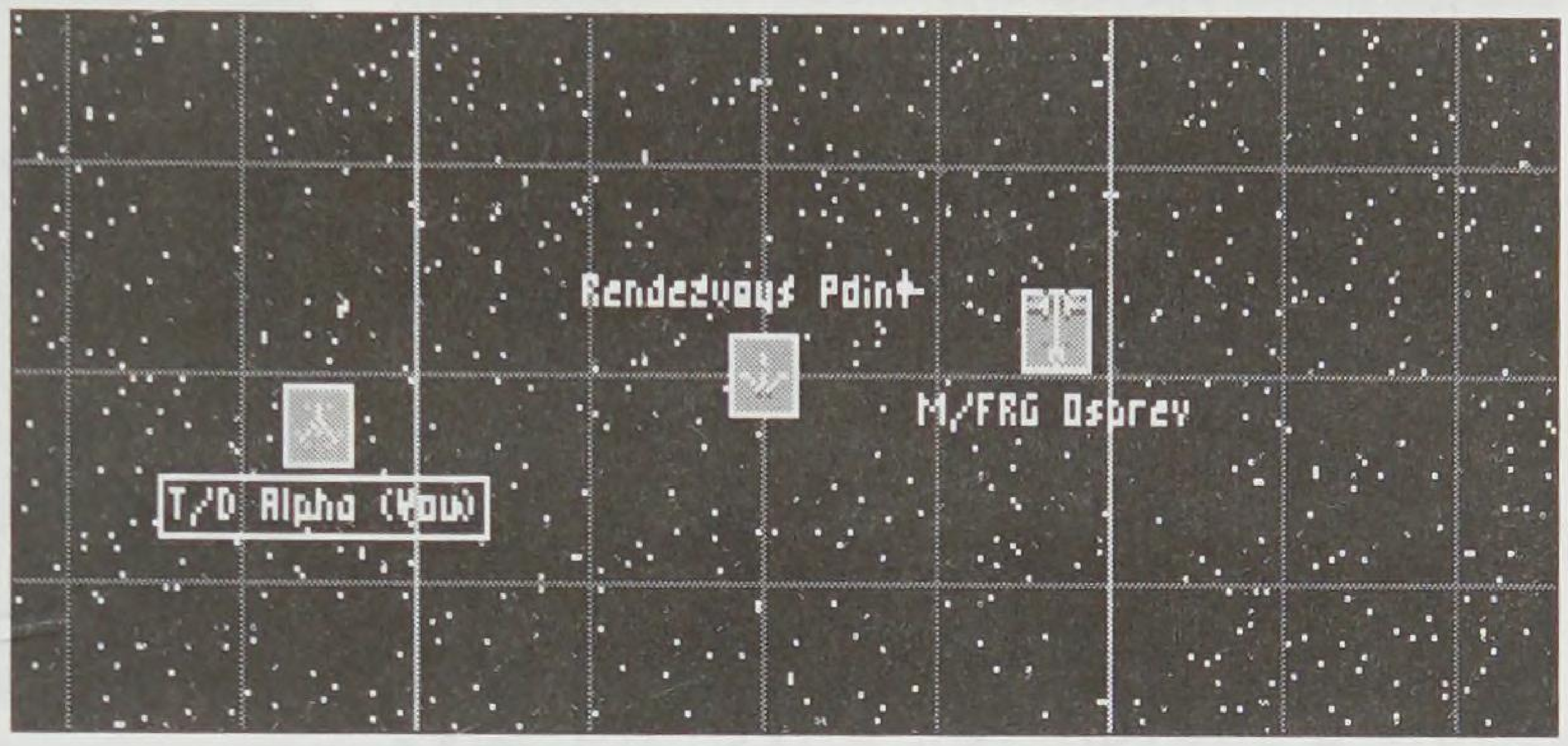
"Trace, sir. Commander Trace."

TIE Defender



Name/Model#	TIE/D
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Fleet Defender
Crew:	1 pilot
Power System:	SFS I-s4d solar ionization reactor
Propulsion System:	SFS P-sz9.7 Twin ion engines (rated at 230 KTU)
Speed Rating:	155 MGLT
Flight Control System:	SFS F-s5x flight avionics system
Maneuverability Rating:	175 DPF
Navigation:	SFS N-s6 Navcon computer system
Hyperdrive:	SFS ND9 Hyperdrive Activator Unit
Weapons:	Four SFS L-s9.3 Laser Cannons (single or fire-linked) Two Borstel NK-3 Ion Cannons (single or fire-linked) Two SFS M-g-2 General Purpose Warhead Launchers
Shields/Armor:	Forward/Rear projecting Novaldex Shields (rated at 100 SBD) Titanium hull with Quadanium Solar Panels (rated 20 RU)

MISSION FOUR: TIE DEFENDER



Mission Briefing

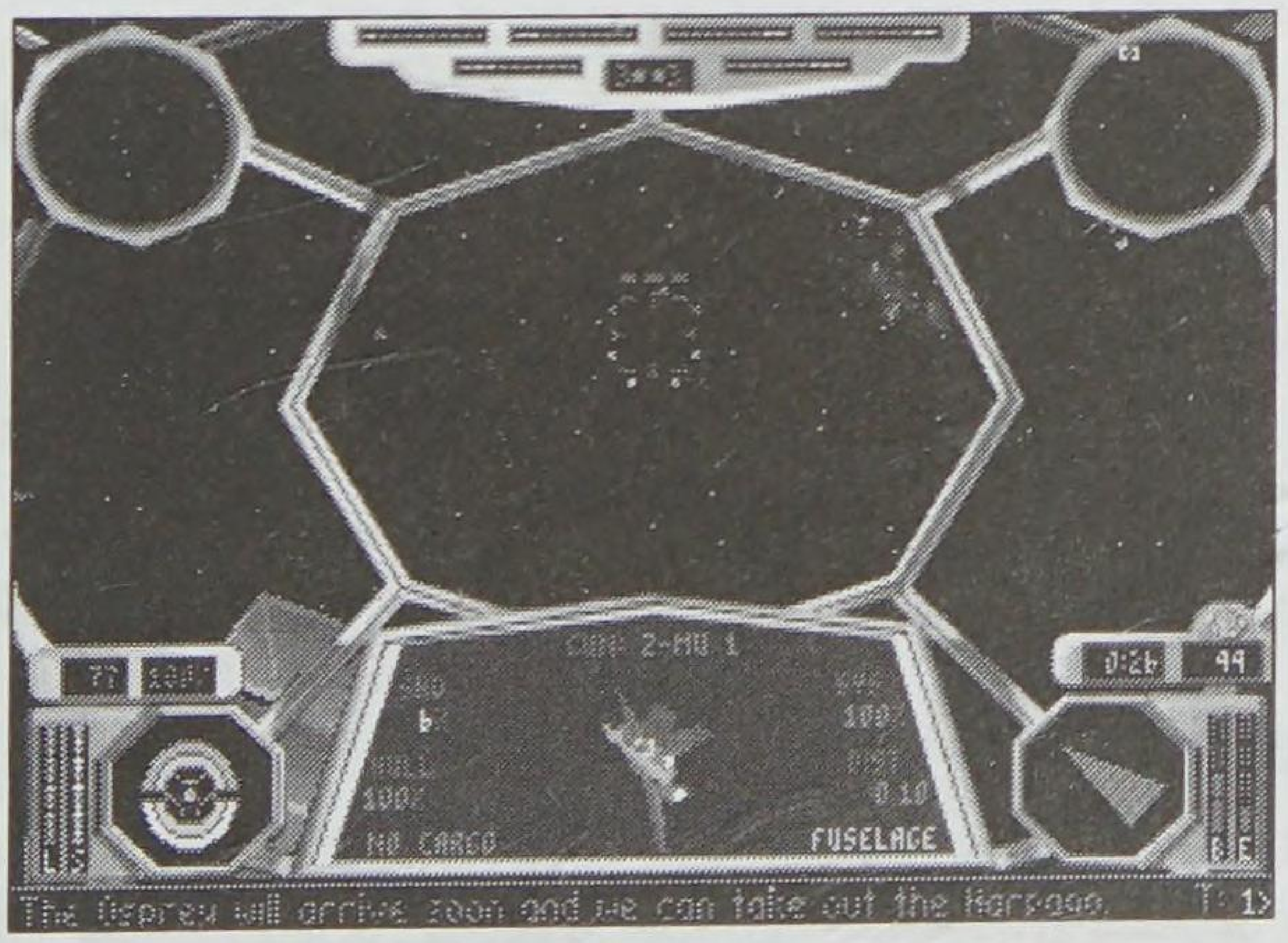
Lord Vader must warn the Emperor of Zaarin's treachery, but the only craft that has a chance to succeed is the new TIE Defender. There are only a few available, and you will lead a five-ship group in an attempt to break free of Zaarin's trap and join the FRG *Osprey*. From there, Lord Vader will be able to get to Coruscant and warn the Emperor. Lord Vader will fly in T/D #6. Do not attempt to issue any orders to the Dark Lord!

Secret Order

Nothing must stop Lord Vader. You must fight your way out of any trap or ambush!

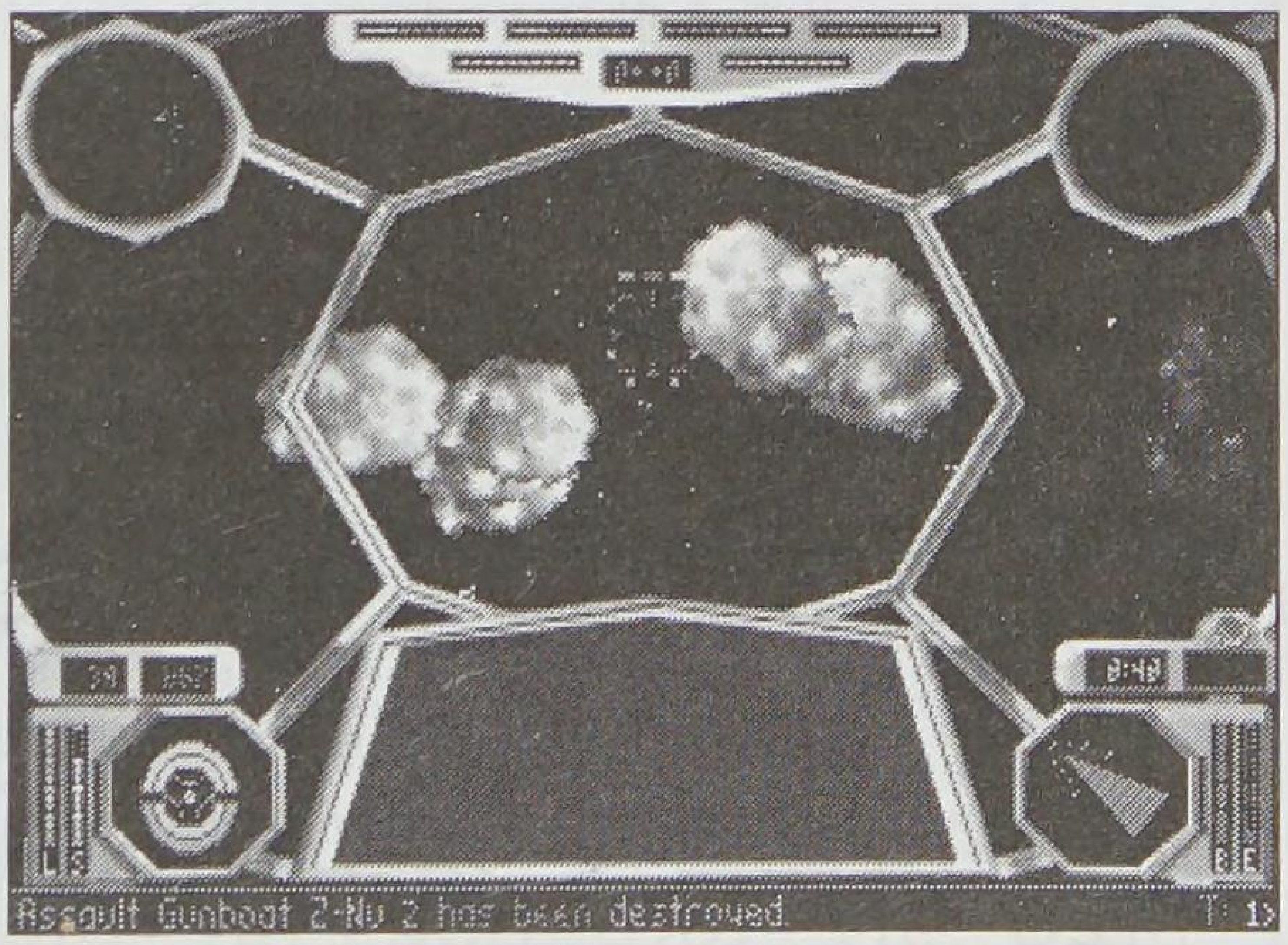
Stele's After-Action Report

I was still amazed to be flying with the Dark Lord himself, but I was flight leader, and I had to keep my head clear. Once we were in space, I checked the map and put Lord Vader's T/D in memory location F5. I put the *Harpago* in F6. We would need to get rid of the *Harpago* to leave the area.



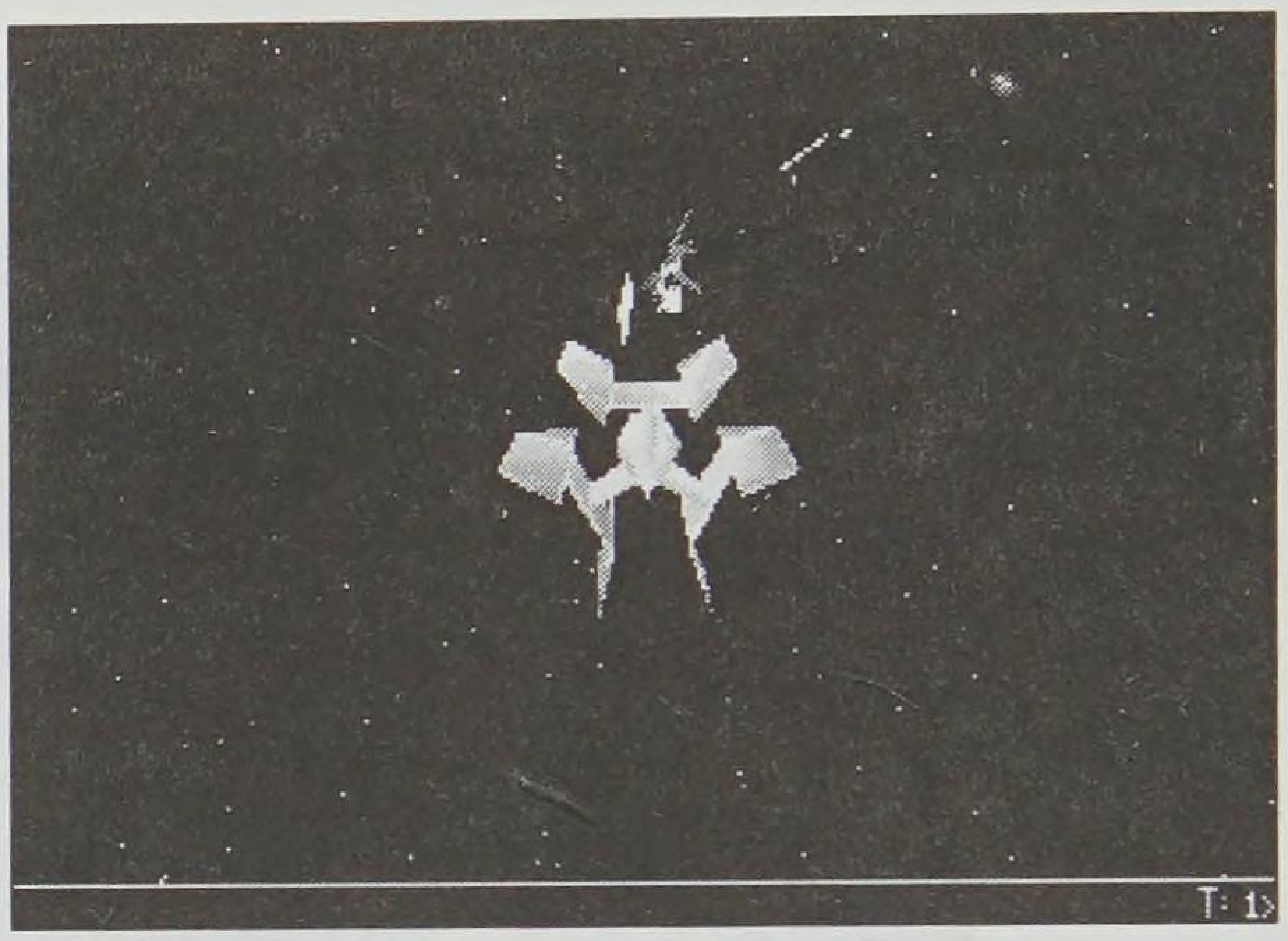
The Osprey will arrive soon and we can take out the Harpago.

Target: GUN *Z-Mu 1*.



Assault Gunboat Z-Nu 2 has been destroyed.

Scratch two more enemy ships.



More gunboats.

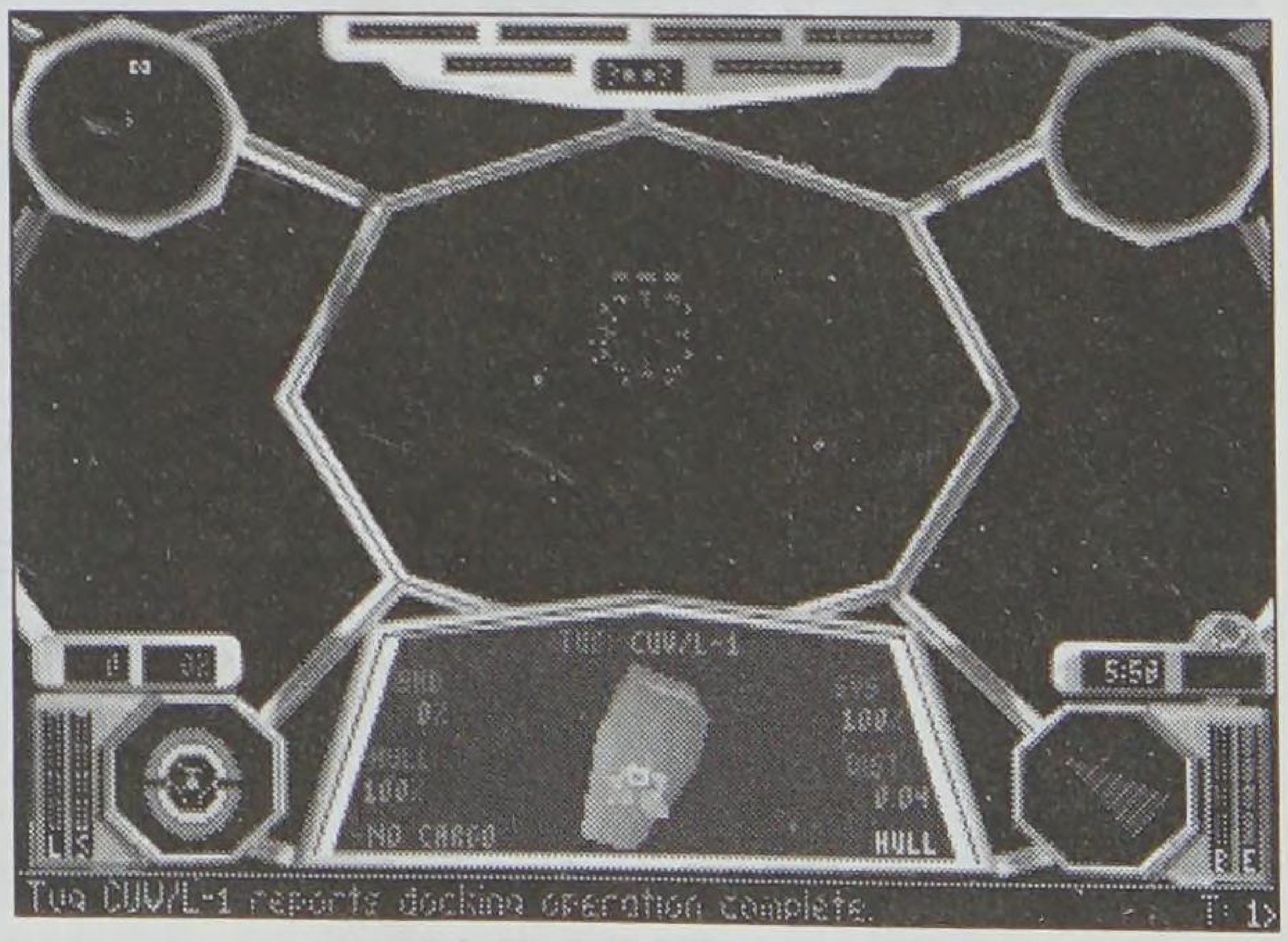
Meanwhile, my flight group was engaging GUN Mu. I took a missile in the forward shields, quickly rebalanced and dove in, taking *Mu 1* out quickly. I was able to keep my lasers and shields at full recharge. The TIE Defender was by far the fastest craft I had ever piloted, and even with full recharges, it was more than a match for anything else around. I even had to drop to 2/3 speed to prevent overshooting the GUNs.

As I went after *Mu 3*, Lord Vader sent me an encouraging message over the radio. Well, we took out *Mu 3* and *Mu 4* while the rest of my flight group went out after another 4-ship group of gunboats that were out near the *Harpago*. *Mu 2* had the misfortune to fly between me and *Mu 4* and took a few rapid-fire shots before getting out of the way. I got a message that a mission critical craft was under attack. That probably meant one of the GUNs got a lucky shot on Lord Vader, but he seemed to be OK. I found out who it was, though, and took care of him.

Now I went against the Gunboats of group Tau. They were a few km away, so I put all energy to engines and sped toward them, pumping up the recharge rates and lowering speed when I got close enough to dogfight. I was saving my missiles for the *Harpago*.

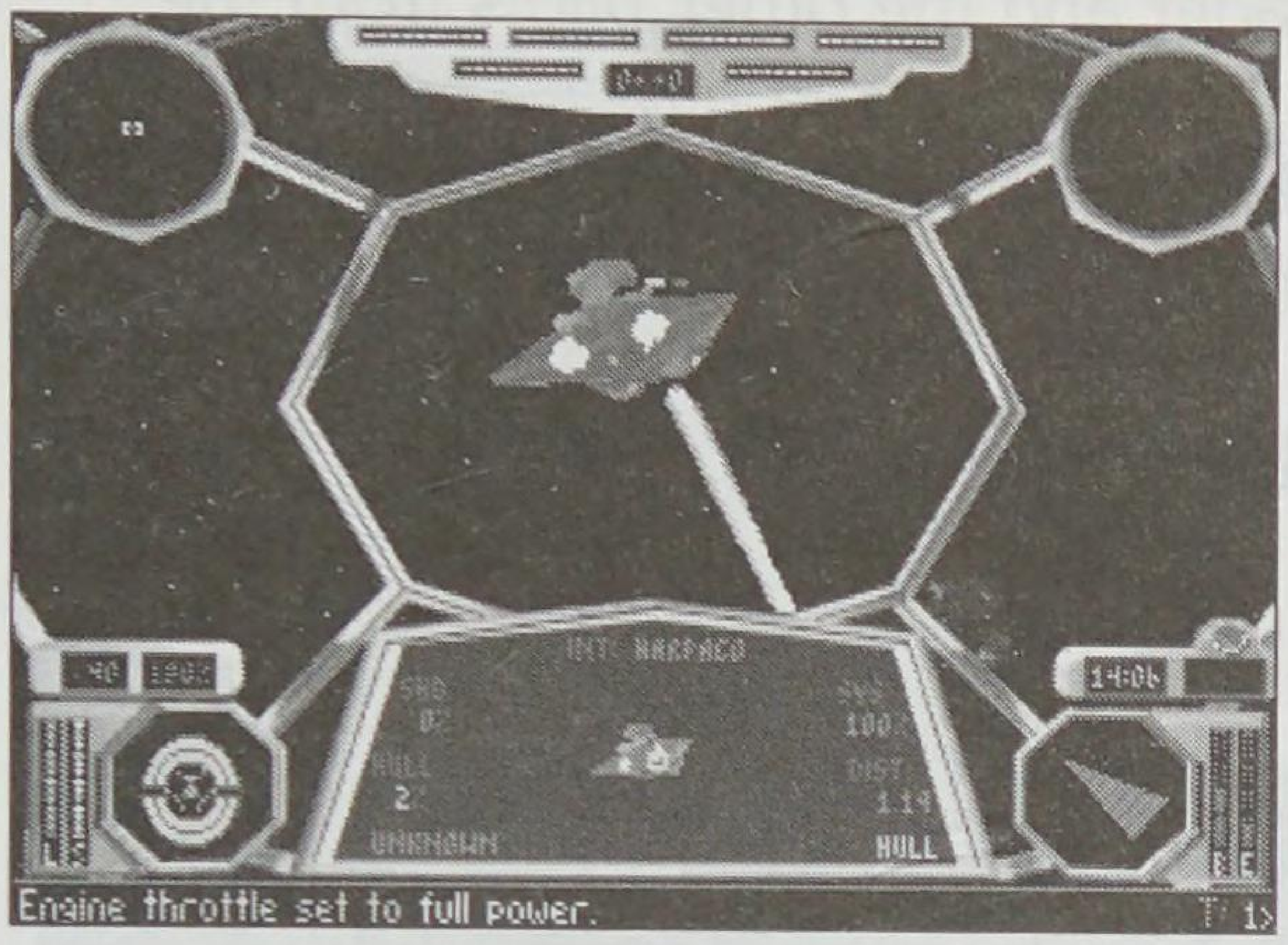
About this time, the M/FRG *Osprey* arrived and sent orders that we should attack the *Harpago*. We finished off GUN Tau, but I took another missile during the dogfight. The *Osprey* came under attack from some TIE Bombers, but I followed orders and took my wingmen in to attack the *Harpago*.

There were Gunboats all around, and I had to take care of them from time to time, but soon I was ready to fire on the *Harpago*. My warning light hadn't gone one, so I knew the *Harpago* wasn't targeting me yet. So I fired my torpedoes at the Interdictor, targeting different gun



Tug CUV/L-1 reports docking operation complete.

Reload operation complete.

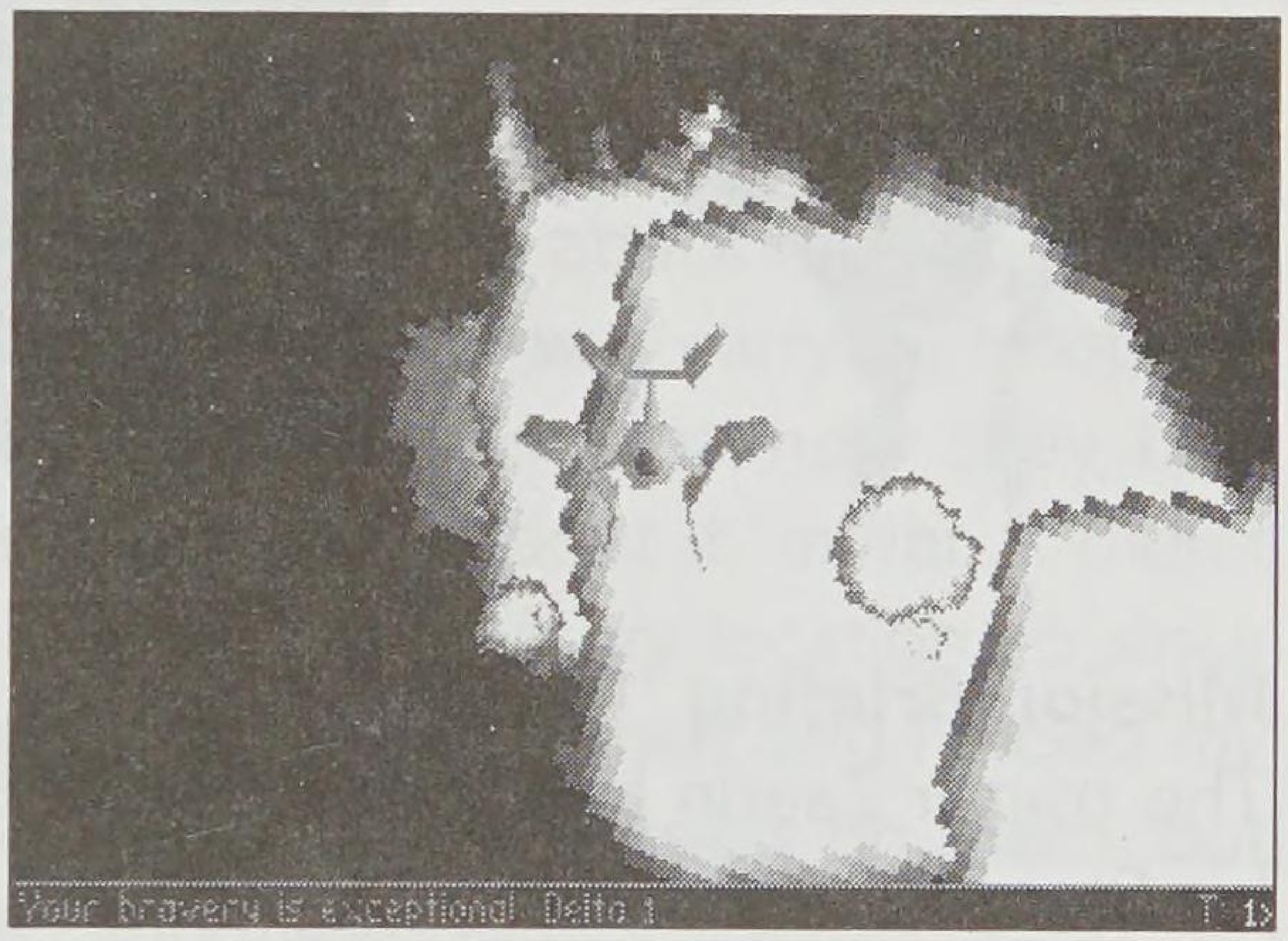


Engine throttle set to full power.

The *Harpago* is about to go.

Your bravery is exceptional, Delta 1.

The *Harpago* made a really good fireball.



Your bravery is exceptional, Delta 1.

A really good fireball!

batteries with each salvo. I then flew in close and raked the hull with cannon fire, aiming for any surviving gun batteries that I could find.

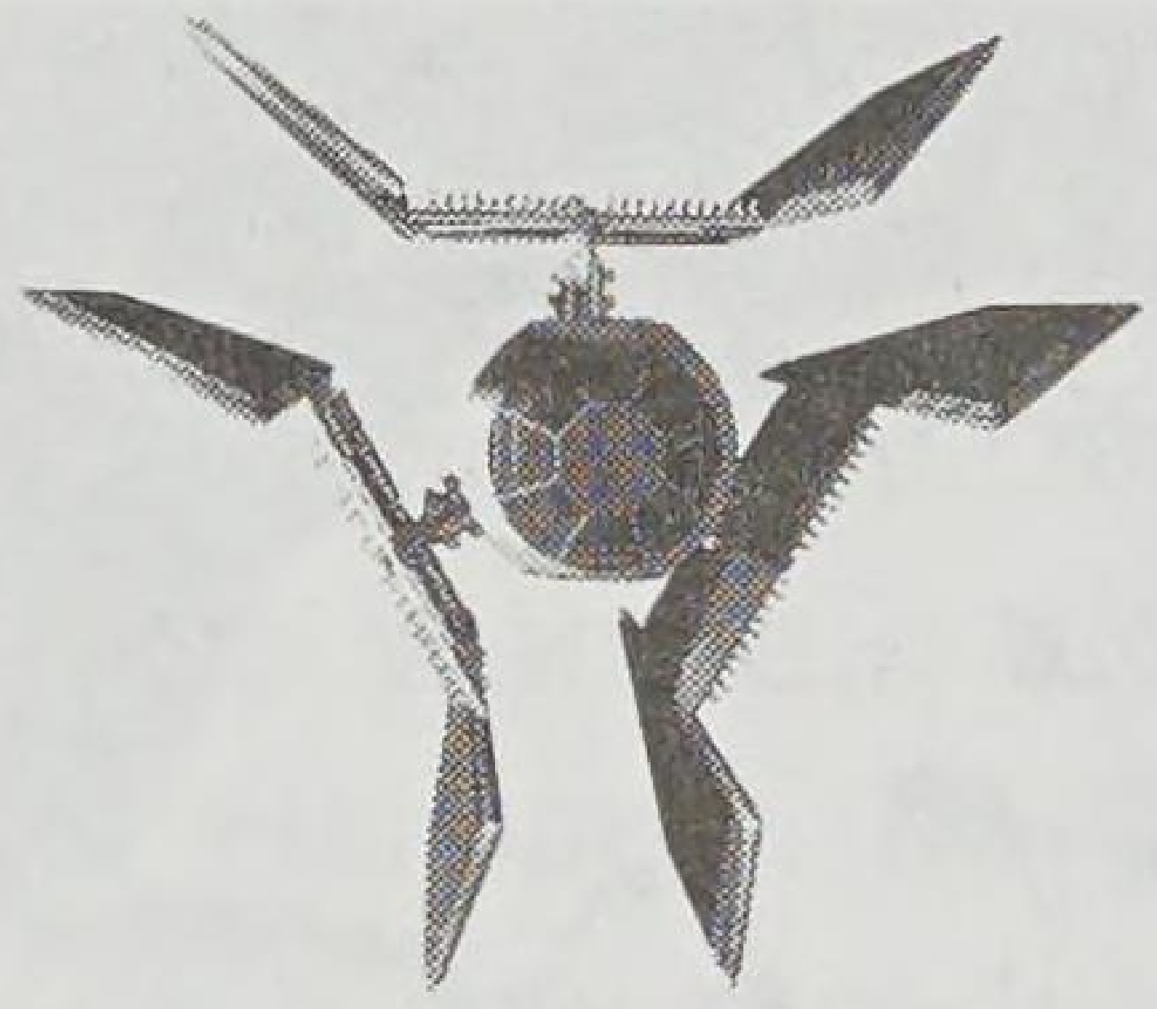
There was a tug with more warheads sent out from the *Osprey*, and I gave it the Board order and headed that way, weaving to avoid return fire. Once I had a new load of torpedoes, I flew back at top speed to launch them at the *Harpago*. I fired on it again and went in with cannons to finish the job. In the heat of action three of my wingmen had been lost, but Vader and *Delta 5* and were still with me. The *Osprey* was taking a lot of damage, though, so we we headed full speed toward her, taking out more enemy craft. We had completed the primary mission. Now we just cleaned up what was left and flew into the hangar. I watched Lord Vader's T/D enter, then followed shortly after.

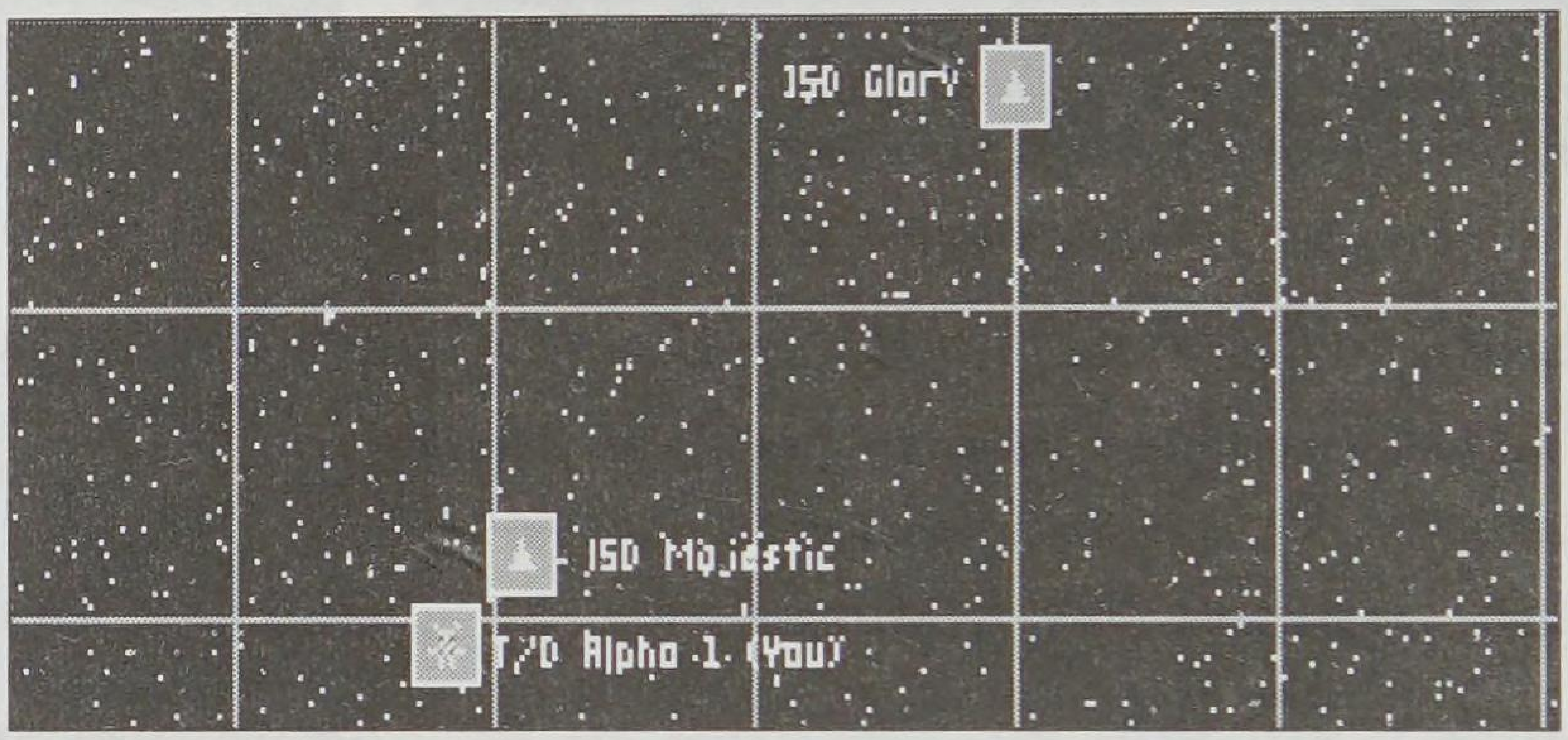
Debriefing

Primary Goals: TIE Defender *Delta 6* must complete mission.
FRG *Osprey* must arrive.
Secondary Goals: FRG *Osprey* must survive.
Destroy Interdictor *Harpago*.
Bonus Goals: Destroy all Assault Gunboats.
At least 50% of T/D Delta must complete mission for 1000 pts.

Maarek boarded the *Osprey* with Lord Vader and the other pilots from the escape mission. Almost immediately the *Osprey* entered hyperspace and jumped to Coruscant. The situation was bad. The Emperor had been abducted by some mysterious means, and was en route by shuttle to Zaarin's flagship, the ISD *Glory*. Once again, Maarek was asked to join Vader and fly the TIE Defender. This time, literally, to defend the Empire, and its leader.

MISSION FIVE: SAVE THE EMPEROR

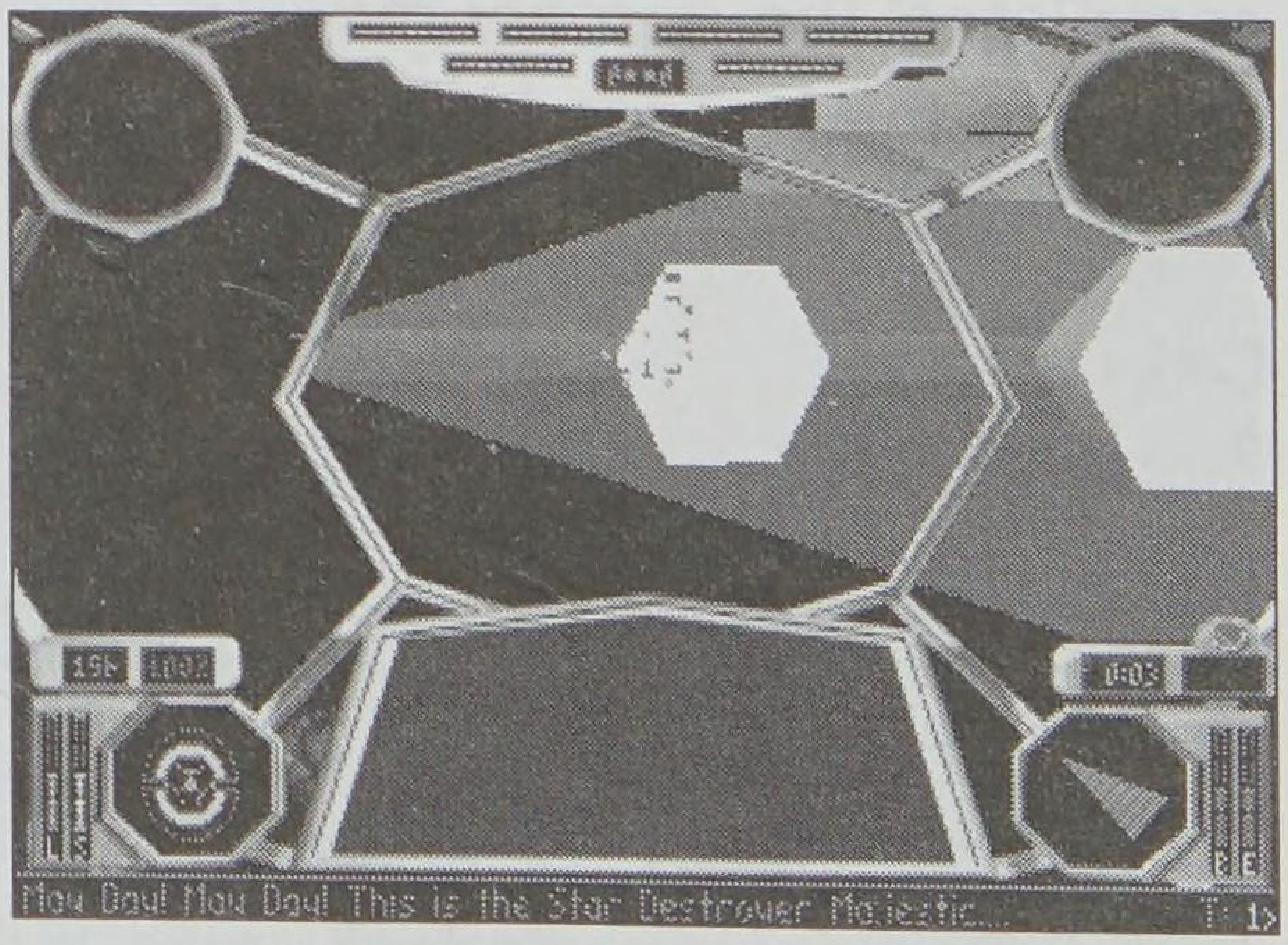




Mission Briefing

The traitor Zaarin has abducted the Emperor and is taking him by shuttle to his Star Destroyer, *Glory*. You must find the Emperor's shuttle and disable it. Then protect the Emperor until help arrives and he is returned to safety. You will be flight leader in a three-ship group of TIE Defenders armed with advanced concussion missiles and a tractor beam. Darth Vader will fly in T/D *Alpha 4*. If he issues any orders, be sure to follow them.

Stele's After-Action Report

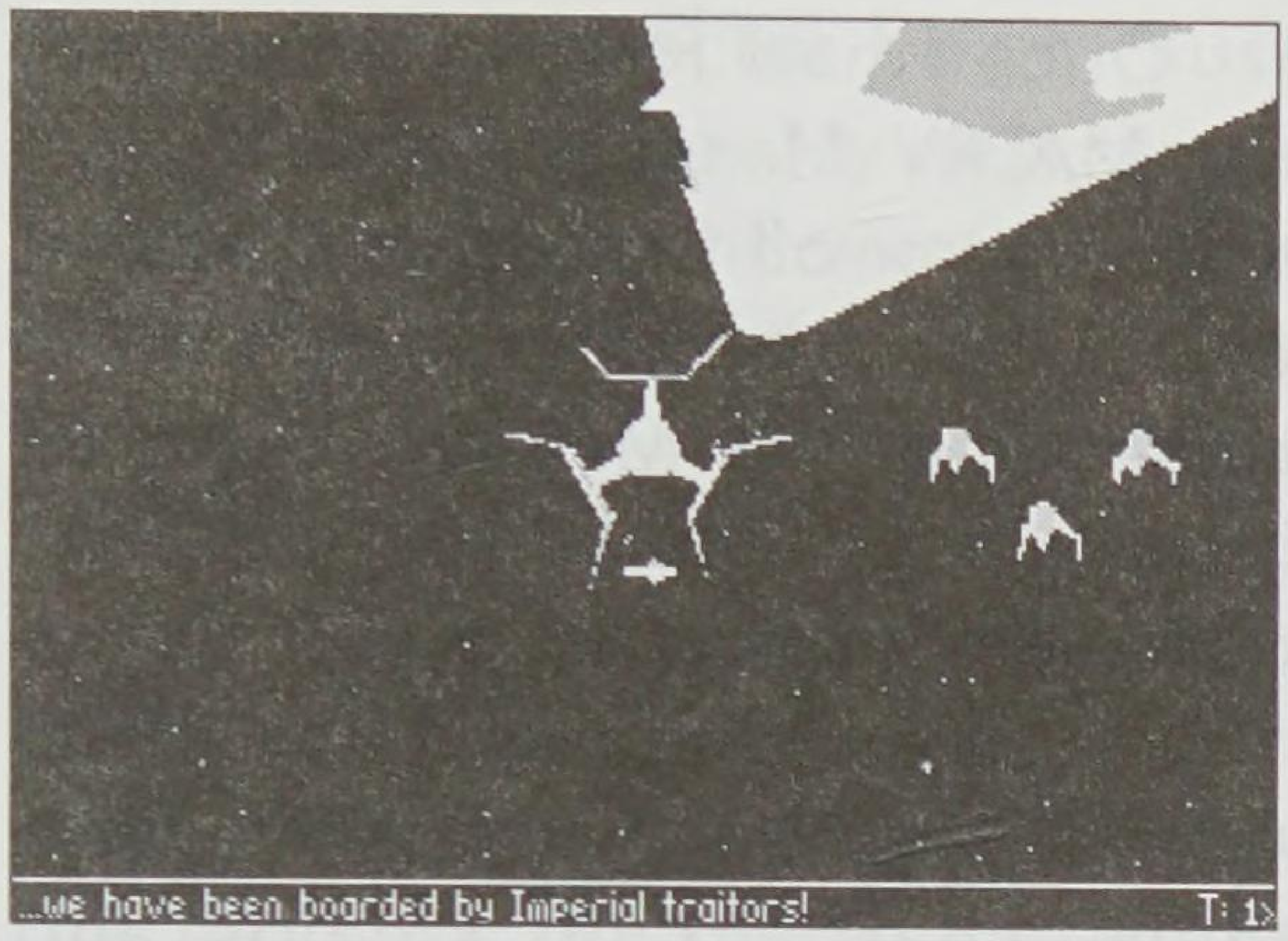


May Day! May Day! This is the Star Destroyer Majestic...

The *Majestic* is in trouble.

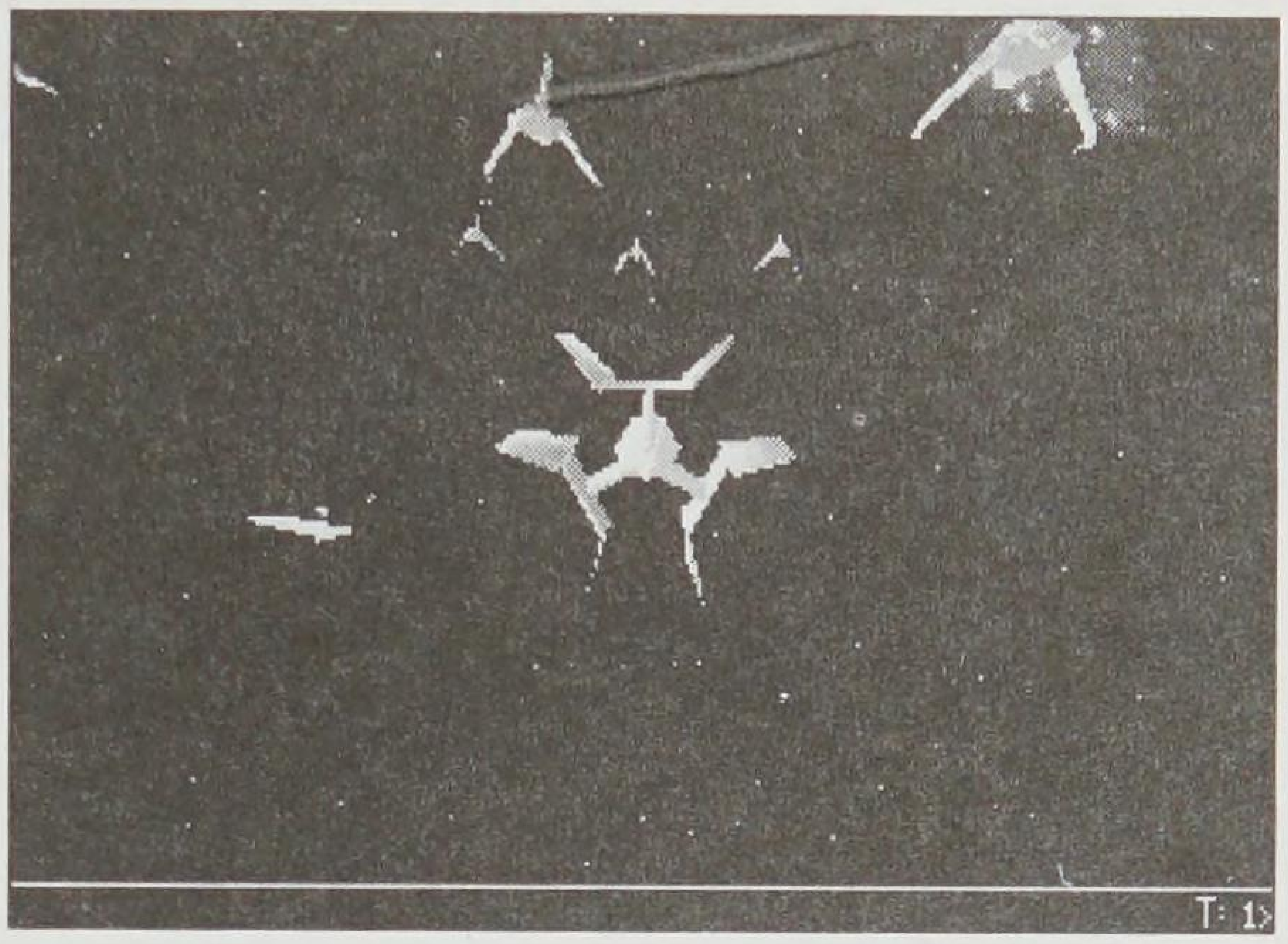
As we entered the battle zone, we were directly to the rear of the Emperor's flagship the ISD *Majestic*. The ship was in bad shape. I quickly called up the map and put Lord Vader's *Alpha 4* in memory location F5 and the *Majestic* in F6. Zaarin's ISD, *Glory*, was 18 km away, so I put it in F7 to keep tabs on the traitor's movements.

Two 3-ship groups of escort shuttles launched from the *Majestic* —



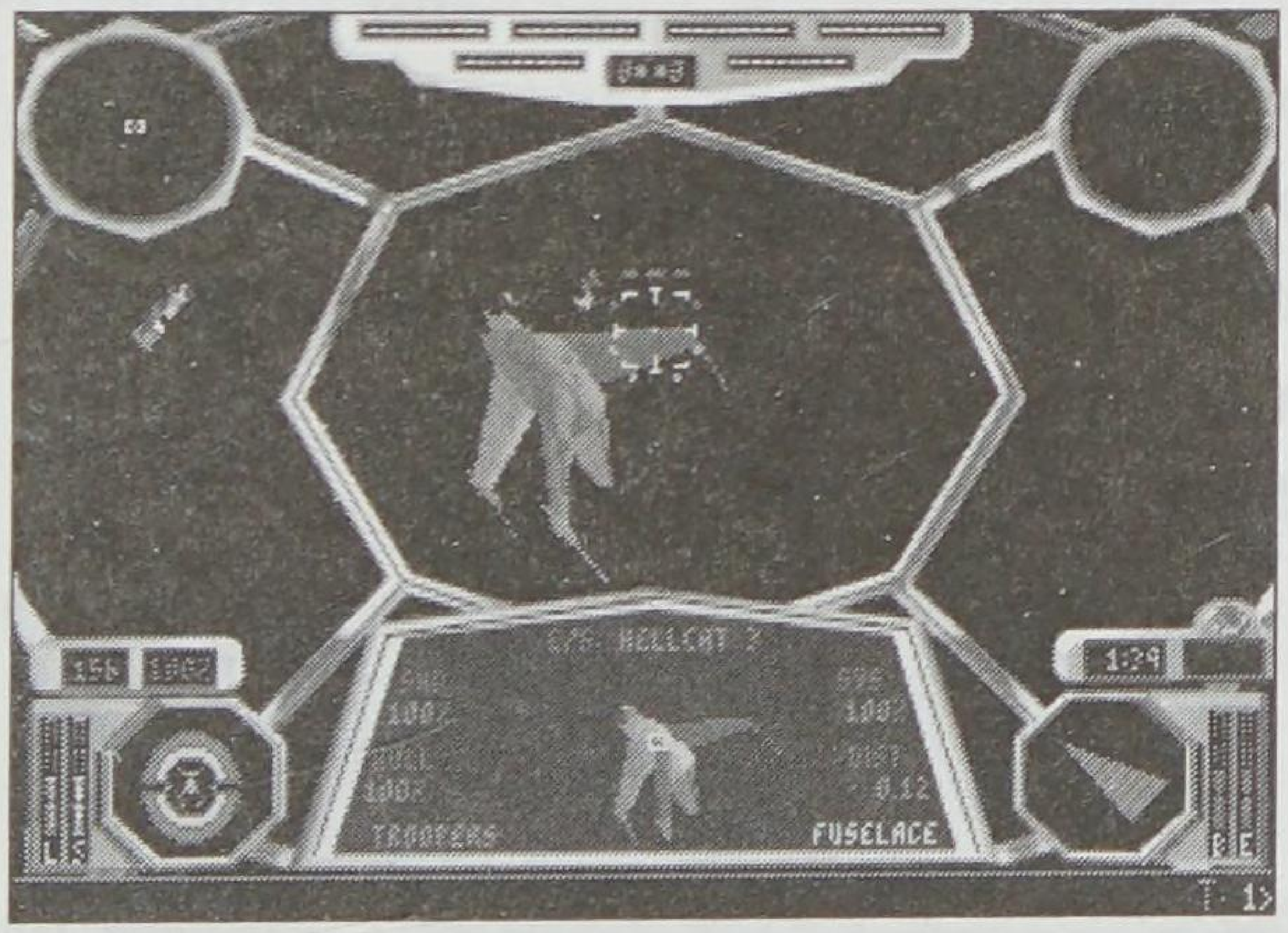
...we have been boarded by Imperial traitors!

Where's the Emperor?

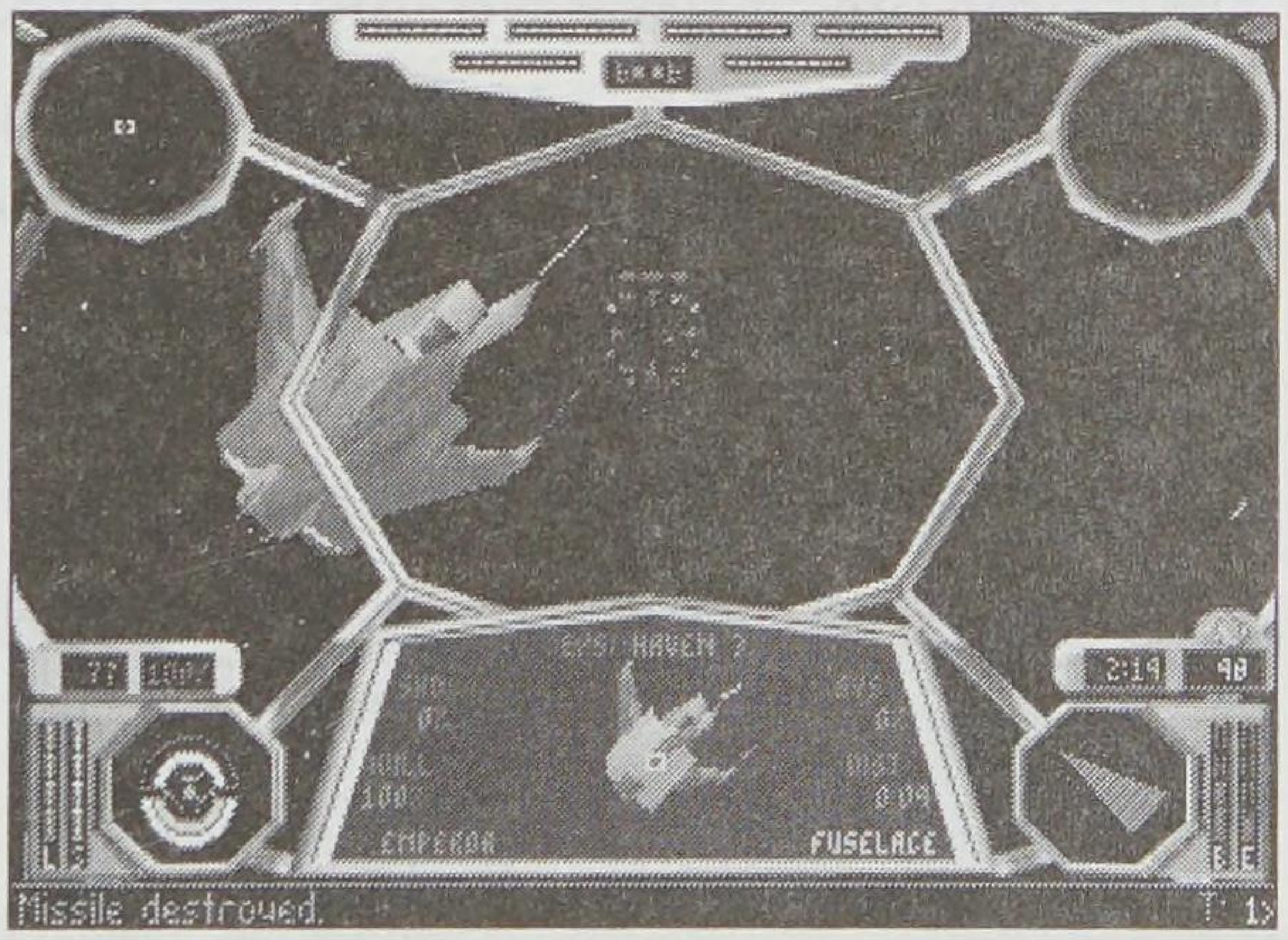


Going after the escort shuttles.

Hellcat and Haven. I charged shields and set my recharge rates to maximum, then headed in to inspect first the Hellcats, then the Havens. The three E/S of Hellcat were carrying troopers. I ordered my wingmen to attack *Hellcat 1.* Then I flew in to investigate *Haven 1.* Troopers. *Haven 2* also was carrying troopers, but *Haven 3* was where the Emperor was. I had no idea how they had overpowered the Emperor, but I didn't stop to think about it, either.. I didn't care. It was my job to save him. I placed *Haven 3* in memory location F6 since the Emperor was no longer aboard the *Majestic.* Then I turned and helped my wingmen destroy the other escort carriers. I used a few missiles on them, but held back and concentrated on firing with cannons.



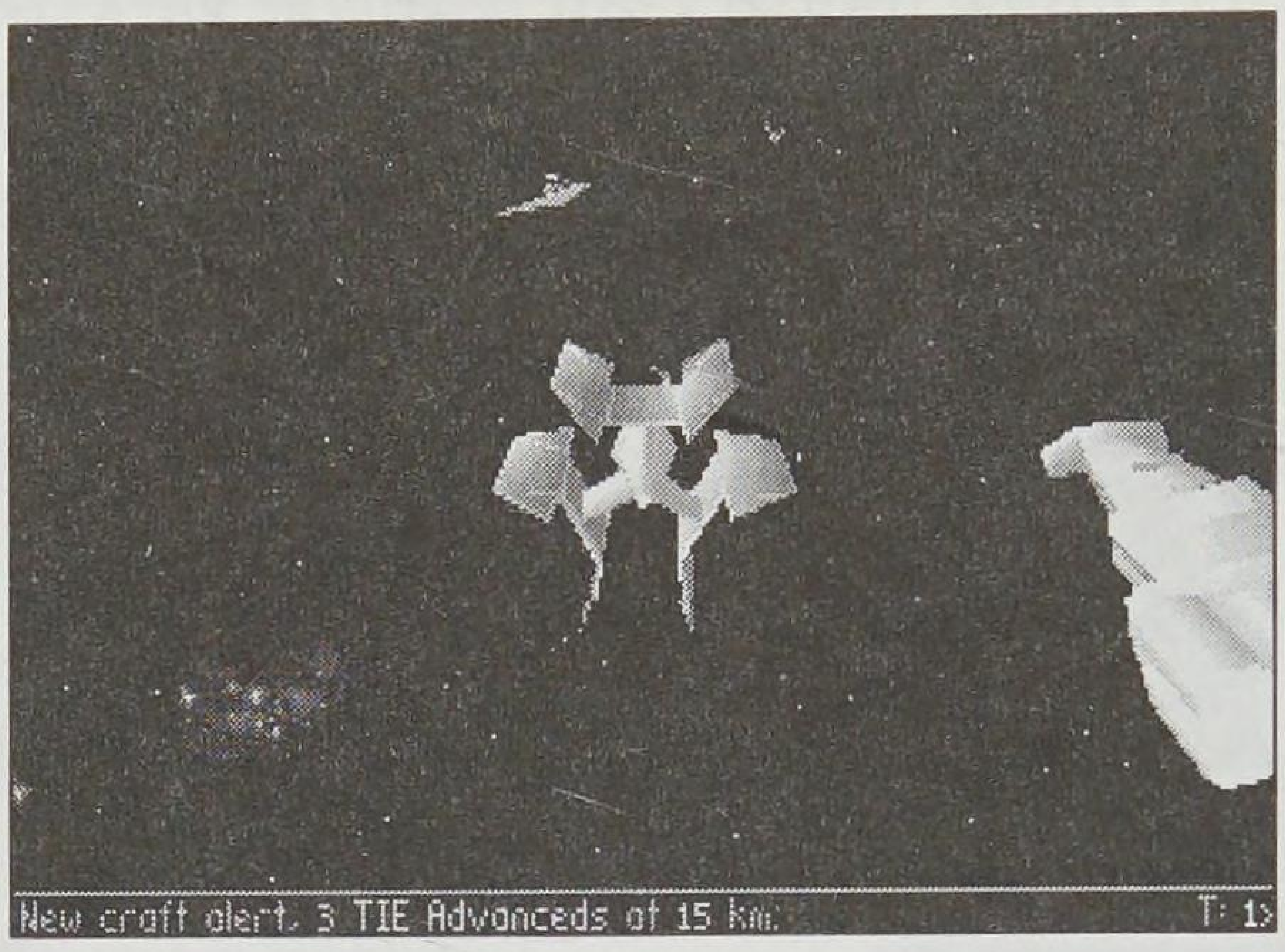
Inspect and destroy.



Missile destroyed.

Here's the Emperor!

When all the escort shuttles were destroyed except *Haven 3*, I ordered my wingmen to attack the *Glory* while I turned my attention to disabling the escort shuttle with the Emperor. I didn't want to disable it earlier. It might have been destroyed accidentally during the battle with the other escort shuttles.


New craft alert. 3 TIE Advanceds at 15 km.

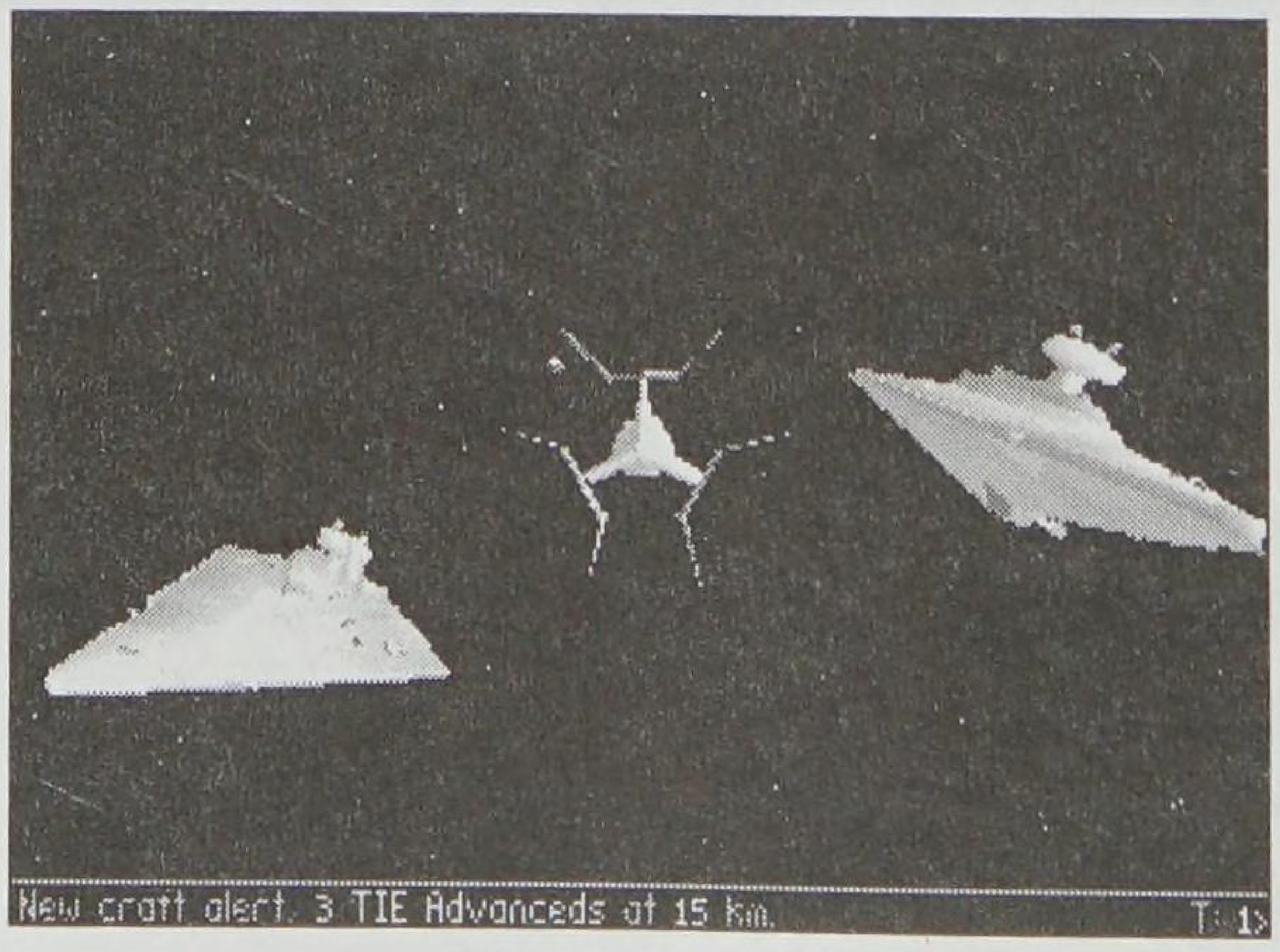
M/CRV Mescue

Once I had *Haven 3* disabled, the M/CRV *Mescue* arrived to get the Emperor off the escort shuttle. It was about 4 km. away. About the same time, the *Majestic* escaped into hyperspace. Though badly damaged, it managed to escape.

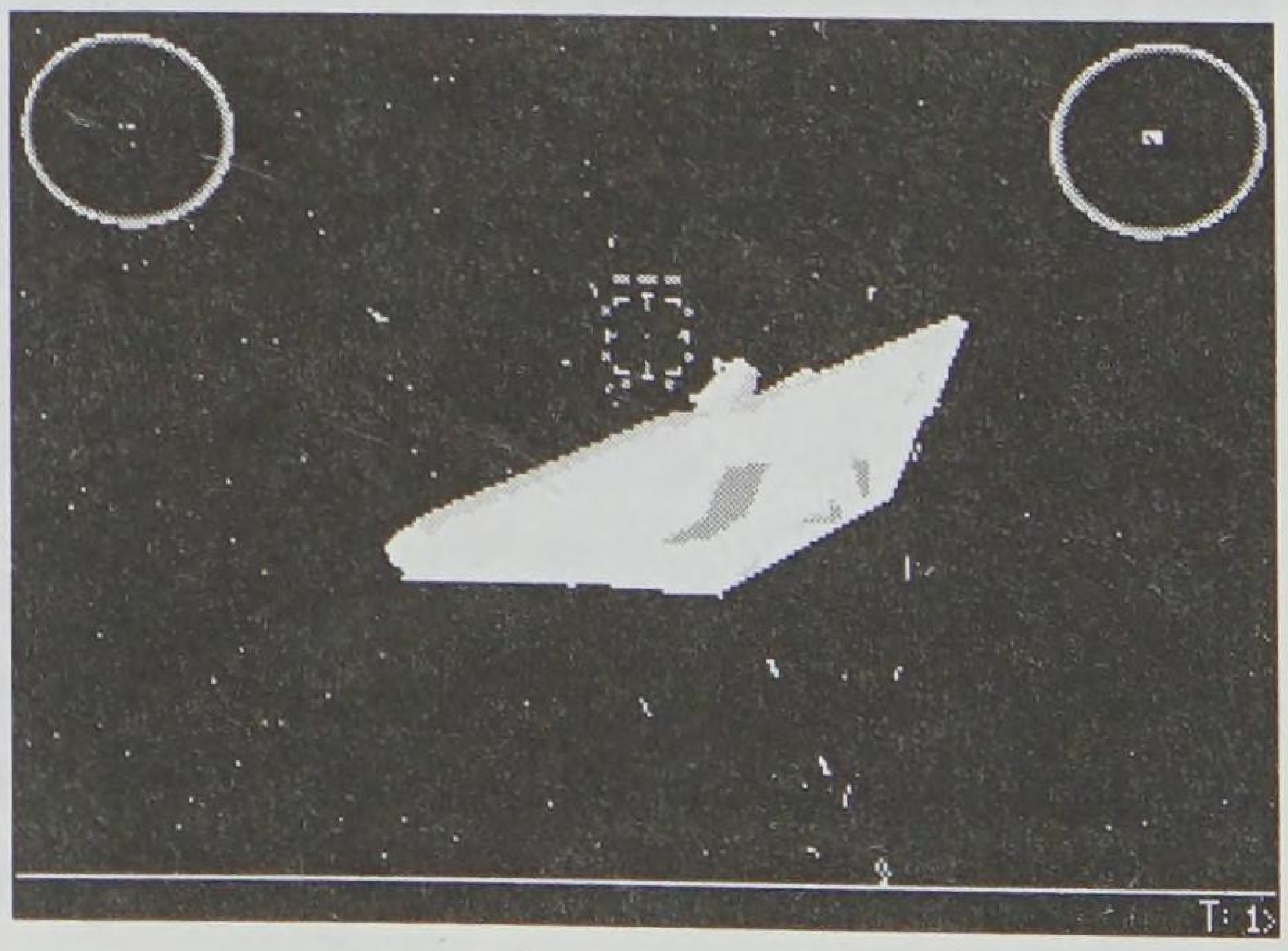
The *Glory* launched a pair of TIE Advanced and I headed out after them, charging up shields and switching to dual-fire missiles. At 2.5 km I began to lock onto the first of the T/As, but he also locked onto me and fired missiles. I fired and switched to single-fire cannons to try to intercept his missile. My missiles hit and took him out. I switched to single-fire missiles. I noticed that T/D *Alpha 3* was under attack from one of the T/As, but I had other problems. I had to take care of T/A *Z-beta 2*, which I did by turning on my beam weapon, catching him and firing a single missile. Then I followed up with cannons. The beam worked pretty well, and he was toasted almost before he knew what hit him.

About a minute after the arrival of the *Mescue*, the VSD *Vanguard* arrived with Vice Admiral Thrawn on board. The *Vanguard* began launching TIE bombers at about 6 minutes into the mission.

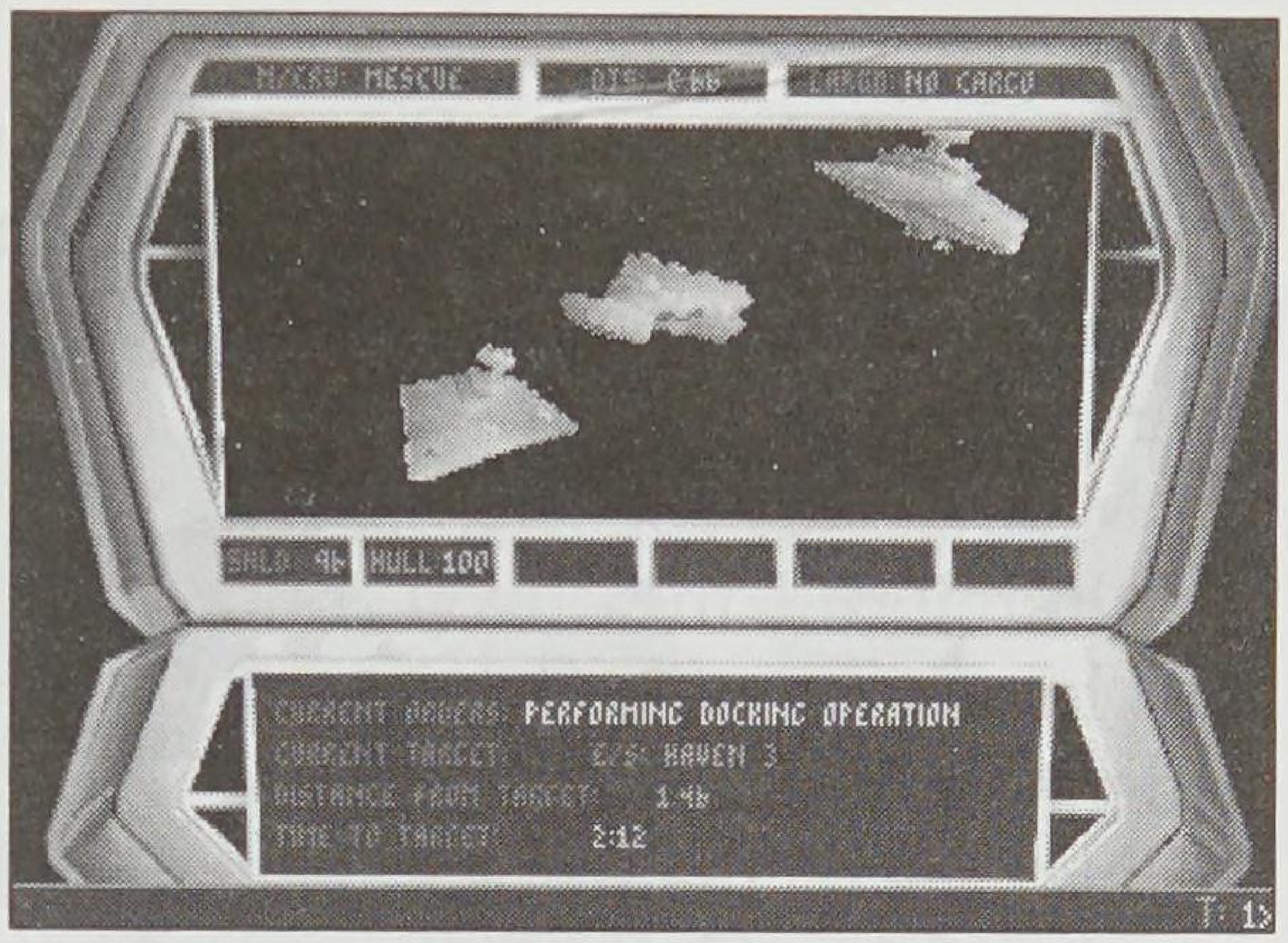
But I was too busy to pay much attention to the *Vanguard*. Next came *Z-Beta 3*. He came at me in a head-on attack and rammed me. We both survived the impact thanks to our shields, but my forward shields took a beating. I was shaken up, too, but I managed to turn in time to see him coming around for another head-on attack. I fired a missile at him, thinking


New craft alert. 3 TIE Advanceds at 15 km.

Star Destroyers



Attacking the *Glory*.


MESCUE
NO CARGO
HULL 100
CURRENT ORDERS: PERFORMING DOCKING OPERATION
CURRENT TARGET: HAVEN 3
DISTANCE FROM TARGET: 1.46
TIME TO TARGET: 2:12

The *Mescue* has got the Emperor.

how much my tractor beam must have shaken him up. My next target was *Z-Beta 1*, and he went the way of the rest of his flight group. I got a missile hit on him, but then he went into a tight turn and I chased him for a while. Finally, the beam took some effect and I finished him off. Then came *Z-Kappa 2*. As I was finishing the job on *Z-Kappa 2*, I got the message that the *Mescue* had begun boarding operations, and shortly thereafter, the boarding complete message came through. The Emperor was aboard the *Mescue*, so I assigned the M/CRV to F6. It was about 10:20 into the mission. The Emperor was relatively safe now, and it was time to mop up. I targeted the *Glory*. It was still strong, at 94% shields. My wingmen were all gone, so I decided to join the attack on the *Glory* alone. I fired all my remaining missiles at laser turrets, turned off my beam weapon and set all recharge rates to normal. When I got within cannon range, I reset shields and lasers up and set my guns on single fire. I strafed the hull, aiming for gun emplacements. I was trying to get all the guns on one hemisphere when suddenly the *Glory* accelerated and sped out into hyperspace. The traitor got away! But for how long? I knew it was only a matter of time.

At any rate, that was all I could do, so I entered hyperspace and finished the mission.

Debriefing

Primary Goals: Shuttle Haven (with Emperor) must be boarded.
VSD *Vanguard* must survive.
CRV *Mescue* must survive.

The Emperor was taken to a secret place while plans were made to pursue the traitor Zaarin. Most of Harkov's forces had been decimated, and the Rebels had suffered many losses. In the immediate aftermath of the battle, Maarek was all but forgotten. Lord Vader jumped into hyperspace, but did not return to the *Garret* immediately, and for a short time, the chaos surrounding first Harkov's, then Zaarin's, defections had their effect.

Maarek did have one visitor, a member of the Emperor's Secret Order.

"Stele." The voice was low and conspiratorial. Maarek stiffened.

"What is it?"

"Your service to the Emperor has not gone unnoticed," the hooded man intoned. There was no particular warmth in the voice. "In recognition of that, the Emperor has generously offered to spare your father and return him to your home planet."

Maarek was speechless, both with relief and with shock.

"In return," the envoy continued, "you will continue to serve the Emperor until he or one of his representatives releases you from service. Is that understood?"

He had no real choice. He knew that. But the formality of the question was disturbing. Tired as he was of being the Secret Order's pawn, he had reason to be grateful to them. Finally Maarek nodded.

"I will serve the Emperor, as I always have," he answered solemnly.

"Be alert. Your challenges are just beginning. And so are your opportunities." The robed man turned and walked slowly away. Once again, Maarek felt as if he had just played a scene in a badly written holodrama.

The gathering was grand, and the ceremony was attended by the cream of Coruscant society. The Emperor sat on a high throne, well out of reach of the throng. A buzz of excitement stirred the great hall, and a chill draft made the hair on the back of his neck stand up as Darth Vader walked onto the stage, and a silence fell over the gathering. Maarek heard the strange breathing as the Lord of the Sith walked toward him.

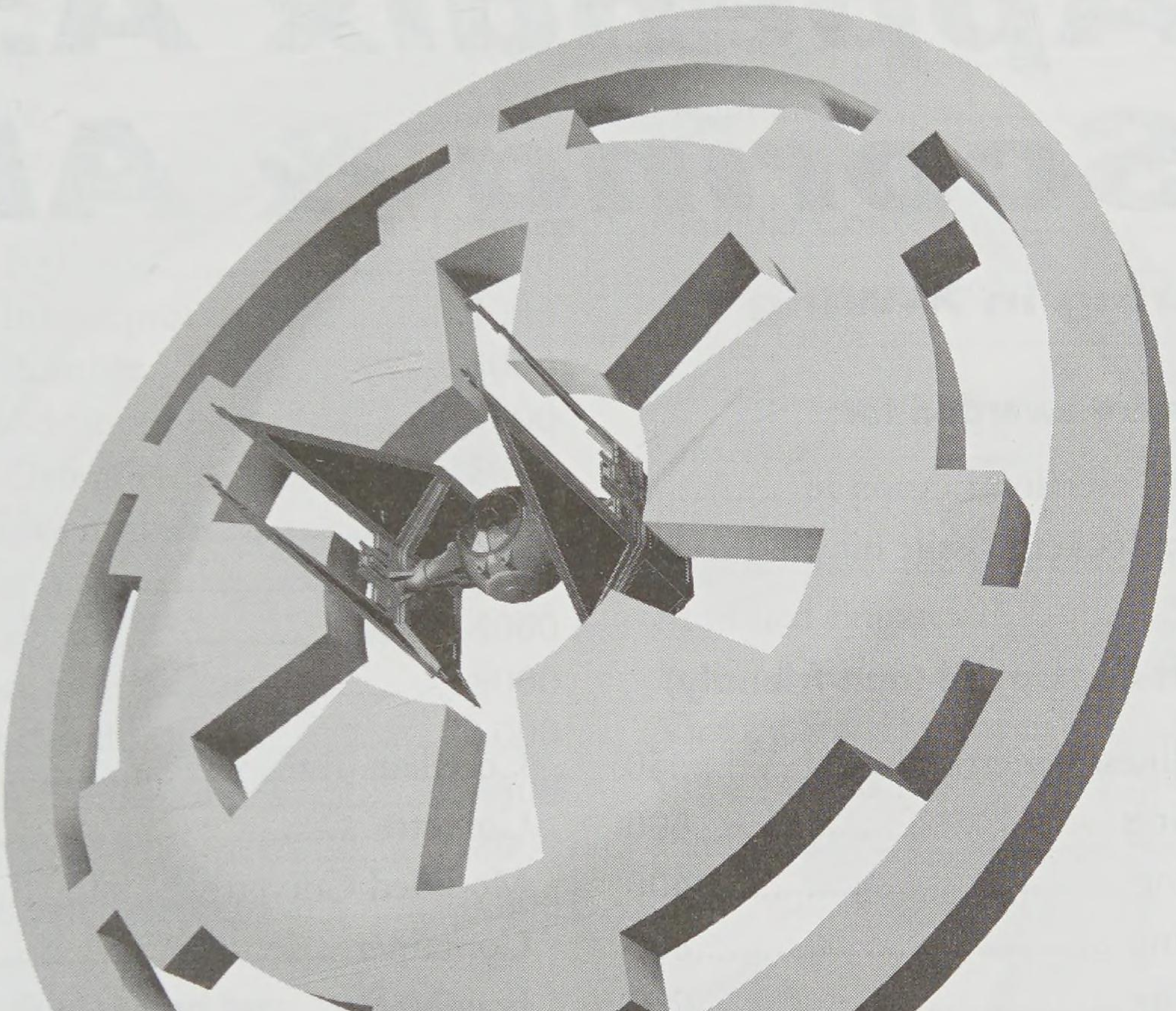
He stood at attention as the Dark Lord personally pinned the medal on his chest — the highest honor imaginable.

"You have done well, Stele. The Emperor is grateful." The man's voice passed through Maarek like a wind, and he shuddered involuntarily.

Maarek's accomplishments were now legendary within the Empire — and without. And, as he stood there at the height of his military glory, he found himself wondering. Looking around him, he saw only the glitter, the shiny façade. But what was the Empire really about? Was it truly the savior of the galaxy, as he had been taught? Or was it more like Ketcher's gem, hard and brilliant on the outside, but pure poison within?

He knew he was searching for meaning in a world of rigid rules and ideals. His dreams of late had been populated with the central figures of his life. He dreamed of friends and enemies, traitors and loyalists. Of Rebels and, often, of home. He felt Lord Vader's gaze upon him. He felt the gathering watching him. Droid-like, Maarek saluted and there was a satisfied murmur all around. But inside, he was thinking of home. Of Kuan and his family.

But it was a long time before he was to see Kuan again. A long time and many adventures later . . .



APPENDIXES

Appendix A: Scoring & AI

Scoring in X-Wing

Points are awarded for:

Each Laser/Ion cannon hit	3
Each Rocket/Missile hit	100

Craft Destroyed (non-friendly)

Satellites/Mines/Probes	50
X-wing	600
Y-wing	400
A-wing	800
B-wing	?????
Z-95	320
TIE Fighter	400
TIE Interceptor	600
TIE Bomber	600
TIE Advanced	1000
TIE Defender	1600
Assault Gunboat	800
Transport	600
Shuttle	800
Escort Shuttle	1600
Patrol Craft	2400
Assault Transport	960
Container Transport	1600
Corellian Transport	2000
Corvette	1600
Modified Corvette	2000
Container	800
Freighter	1200
Cargo Ferry	1600
Modular Conveyor	1200
Tug	200
Heavy Lifter	600
Cruiser	6000
Lt. Cruiser	5000
Interdictor Cruiser	5600
Frigate	4000
Modified Frigate	4000
Escort Carrier	4000
Victory Star Destroyer	5000
Imperial Star Destroyer	8000
Platform	5200

Craft Captured

X-wing	3000
Y-wing	2000
A-wing	3200
B-wing	?????
Z-95	1600
TIE Fighter	2000
TIE Interceptor	3000
TIE Bomber	3000
TIE Advanced	9000
TIE Defender	8000
Assault Gunboat	4000
Transport	3000
Shuttle	4000
Escort Shuttle	8000
Patrol Craft	12,000
Assault Transport	4800
Container Transport	8000
Corellian Transport	10,000
Corvette	6400
Modified Corvette	10,000
Container	4000
Freighter	4800
Cargo Ferry	8000
Modular Conveyor	6000
Tug	1000
Heavy Lifter	3000
Cruiser	30,000
Lt. Cruiser	25,000
Interdictor Cruiser	28,000
Frigate	16,000
Modified Frigate	20,000
Escort Carrier	20,000
Victory Star Destroyer	25,000
Imperial Star Destroyer	40,000
Platform	26,000

Points Subtracted for:

Each Laser/Ion cannon fired	1*

* This refers to each individual cannon. So if you fire in quad fire-linked mode, you lose 4 points each time you squeeze the trigger.

Each Rocket/Missile fired	50
Losing your spacecraft	5000
Destroying friendly craft	10,000
Calling for reinforcements	5000

Achieving Rank

As you play through the tours of duty, you'll gradually increase your score (assuming you don't get killed or captured and have to revive your pilot).

Here's the list of accumulated scores required to rise up the ranks in the Imperial Navy.

Officer	20,000
Lieutenant	50,000
Captain	100,000
Commander	250,000
General	500,000

The Emperor's Secret Order

There are six levels of advancement available within the Emperor's Secret Order. You advance only by accomplishing secondary goals given by the Order itself.

Level	Points	Missions*
1	20,000	2
2	50,000	4
3	100,000	6
4	250,000	9
5	400,000	12
6	800,000	15

* To qualify for advancement, you must score points by accomplishing secondary goals, and you must fly the required number of missions with secondary goals.

Enemy AI Characteristics

Here are the main criteria used to differentiate enemy pilots from each other. There are no hard statistics available to list the differences between each type of pilot—for instance a Novice to a Top Ace. Better enemies have the following characteristics, however:

- Faster reaction times to all situations; making decisions more frequently.
- Quicker, more intelligent target selection.
- Better firing accuracy with laser and ion cannons.
- Better missile and torpedo lock on, consequently better missile accuracy.
- More efficient management of weapons, firing more shots when the odds of a hit are better.
- Better ability to stay on the tail of their target.
- Faster response to attacks.
- More radical defensive maneuvers to escape attacks.
- Better formation flying, smoother maneuvers, better exits from and entrance into ships. (This refers both to the launching speed of fighter craft and to docking and separation ability).
- Better avoidance of larger obstacles; in particular, large spacecraft.

Completion Bonus

Special bonus points are awarded for the completion of goals in TIE Fighter. The number of points awarded varies with the difficulty setting and other factors:

Primary Goals

Easy	Medium	Hard	With Collisions On
2500	5000	7500	+ 250

Secondary Goals

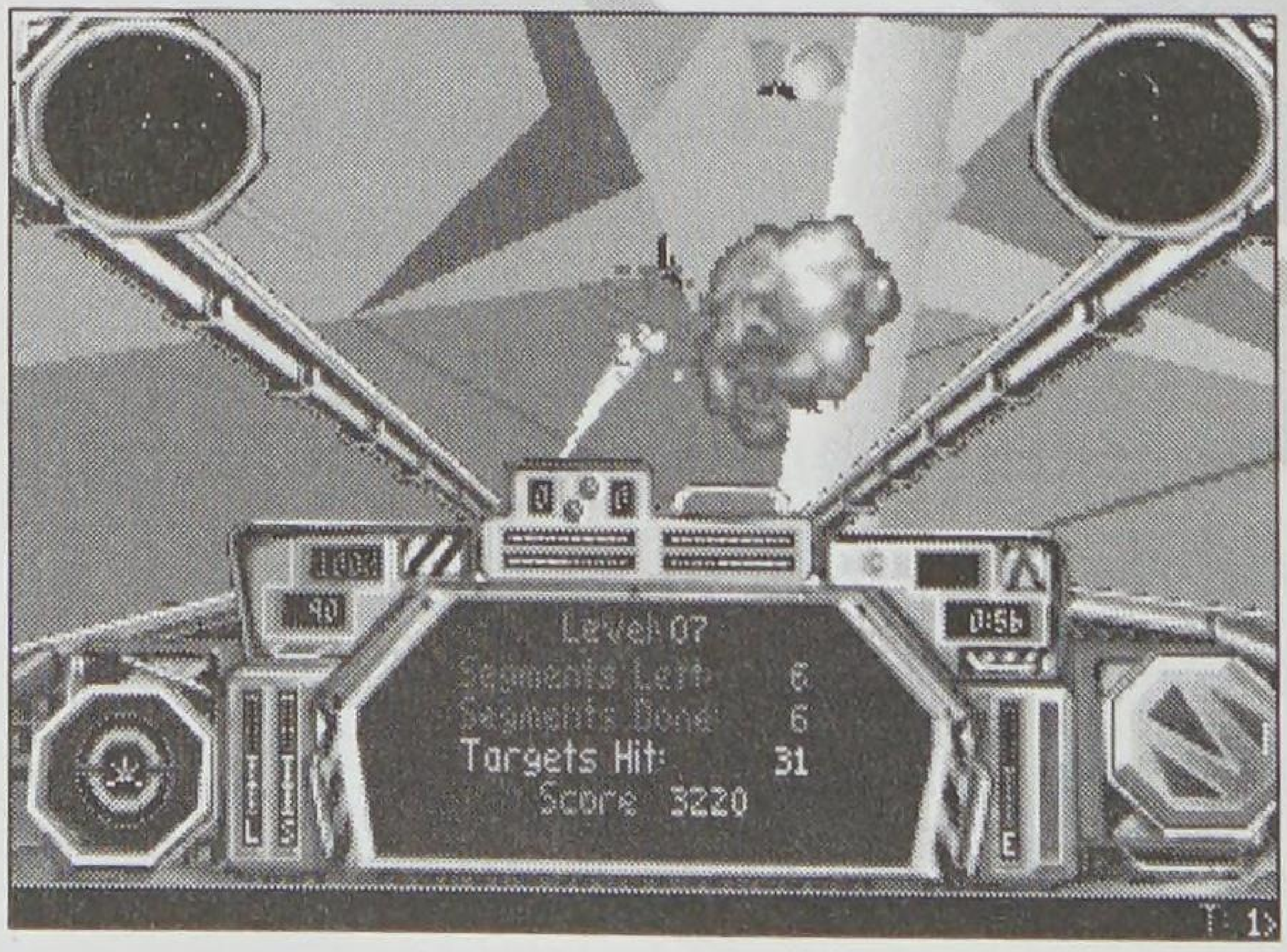
Easy	Medium	Hard	With Collisions On
2500	5000	7500	+250

- Points for kills or captures are reduced by 25% in Easy mode and increased by 25% in Hard mode.
- If inflight collisions are on, increase the overall score by 12.5%.
- If invulnerability is turned on, or unlimited ammo is turned on at any time during a mission, your score is reduced by 90%. The Empire is tough on cheaters!

Appendix B: Training Sim

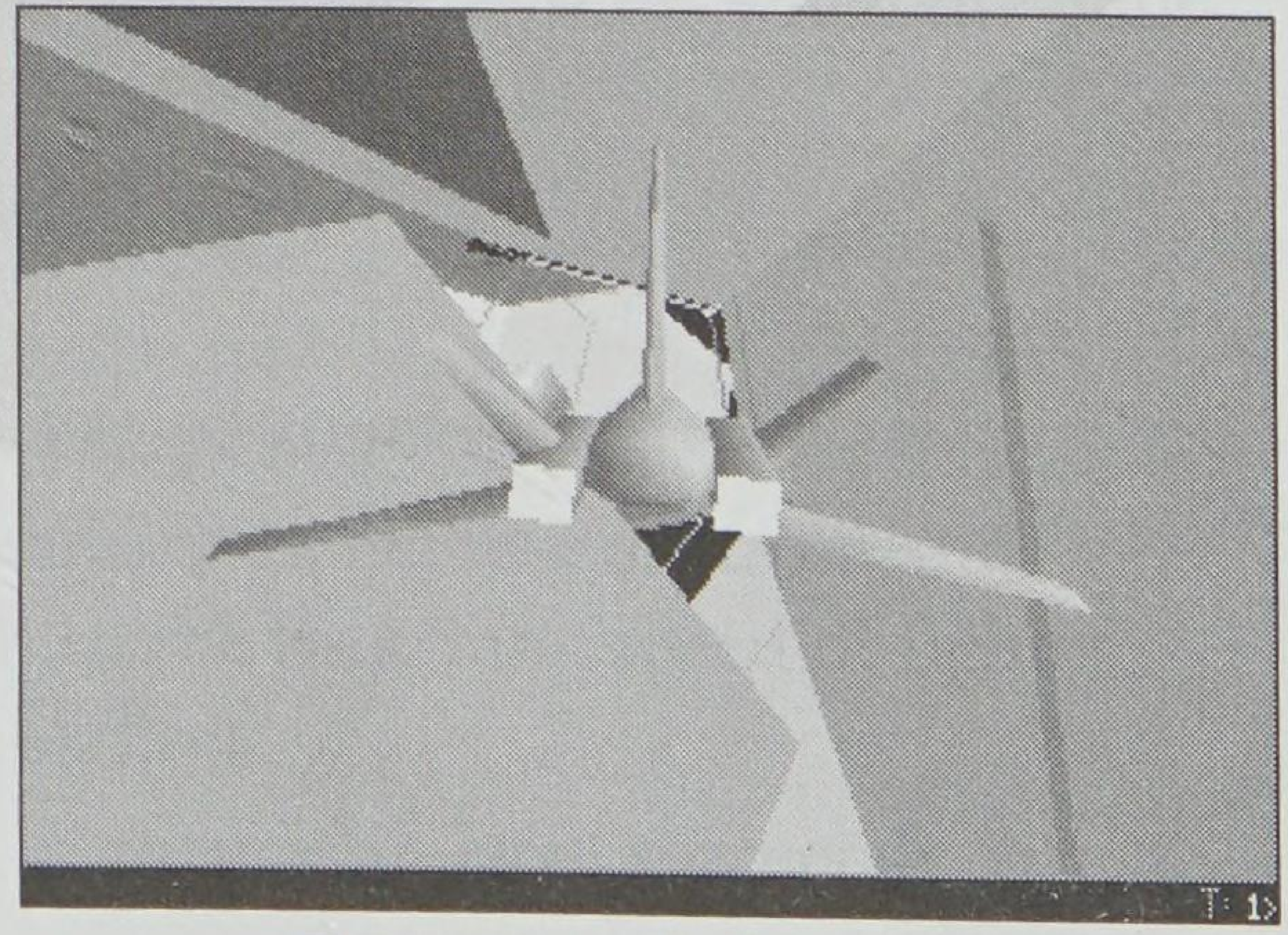
Tips and Tricks for the Training Simulator

- Shields are useless here, so you can set shields and lasers to normal and shunt energy from shields to lasers until your shields are depleted. Then set shields down to zero and lasers at one above normal.
- Shoot the targets for bonus time. In later levels, the balls take two shots, so concentrate on the pyramids.
- In the high levels, try hugging the walls and shooting the pyramids.
- After shooting the last target in a tube, reduce laser recharge to zero until you get to next tube, then pump it back up. This gains a little extra speed.
- On rotating disk, you don't have to fly through the window. Hug the wall and try to pass by in a corner.
- After Level 8, the course stays the same, but you have five second less to complete it with each new level. Theoretically, it gets impossible around level 19.



Level 07
Segments Left 6
Segments Done 6
Targets Hit: 31
Score 3220

Shooting targets.



Flying through the corner.

APPENDIX C

The Camera

During your training, you were taught to use the holo films of your missions to improve performance and to learn better tactics. The holo projection system records in 3D. You can view the action in playback from just about any angle or position.

Getting to the Viewing Room

You can enter the Viewing Room two ways. Aboard a ship, select the lower right doorway to enter the Viewing Room. During a mission, you can begin recording by pressing [C] and jump to the replay by pressing [V].

Main Controls

Your main holo film controls are Play, Advance, Rewind, Load, Enter Sim, and Exit.

- Press Play [P] to start and stop the recording. To see a few frames at a time, press Play repeatedly.
- Press Advance [A] to move rapidly forward through a holo film clip without any sound. Press again to stop advancing.
- Press Rewind [R] to return to the beginning of the clip at any time.
- Press Load [L] to obtain a list of available clips.
- Enter Sim [S] allows you to switch from viewing to full simulation in which you then pilot your starfighter. When the simulated mission ends, you'll be back in the Viewing Room. You won't receive any mission scores or credit for missions completed this way, however. Also, you can't record new clips when you enter a simulation this way.
- Press Exit [E] to leave the Viewing Room.

View Modes

There are three view modes — Follow, Free, and Track.

- In Follow mode, the camera will appear to follow whatever object you select. Cycle through the objects to Follow by pressing C until the one you want is listed in the Camera Pos. box. Press Shift-C to cycle backward.
- In Free mode, the camera remains in a fixed position. You can use the controller to zoom and pan to watch the action from a single position.

(Toggle between Follow and Free modes by pressing F.)

- In the Track T mode, the camera angle will move to keep a selected object in view. Select an object by pressing O to cycle through all the objects in the holo film. Or press Shift-O to cycle backward.

If both Follow and Track modes are activated, the camera will view the tracked object from the position of the object being followed.

Using the View Modes

Once you understand the way the view modes work, you can use them to your advantage. Combinations of modes will reveal different angles on the action. Try everything.

Free Mode

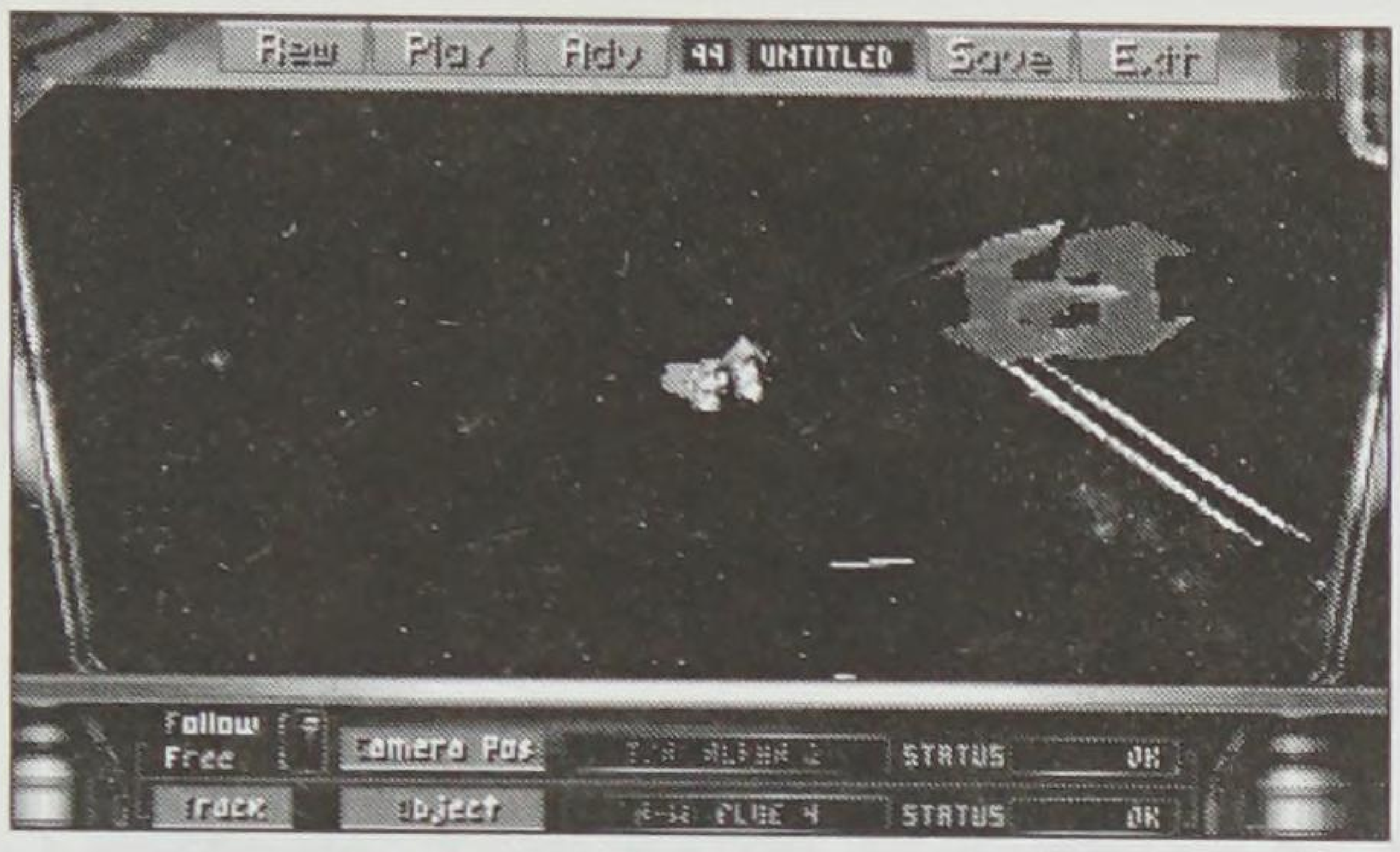
The Free mode gives you a great deal of control over what you see. Use the controller direction controls and buttons to activate pan and zoom. Using the pan and zoom controls, you can position your view as far away or as close to the action as you want. Sometimes you'll want to get in tight to watch your enemies maneuver and learn their tendencies. Other times, you'll want to pull back to see more of the melee. It may turn out that you missed a particularly good opportunity or that you were hit by an unseen enemy. Using the Free mode, you should be able to see everything in as much detail as you want.

If you lose sight of your starfighter while viewing in Free mode, press F quickly to enter Follow mode, then press F again to return to Free mode.

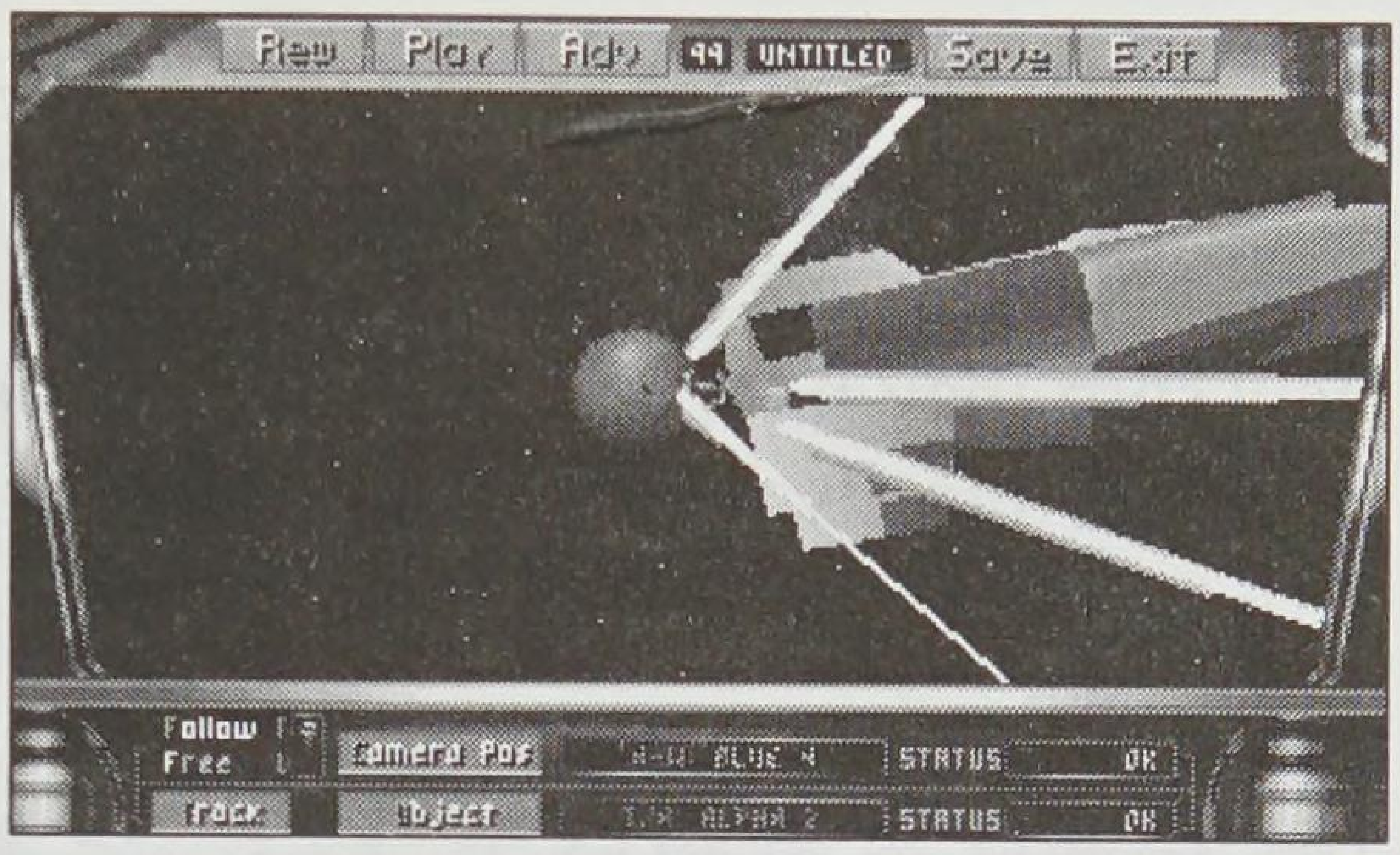
Follow and Track

Use the Follow mode in combination with object Tracking to obtain revealing views of the action. Here are some suggestions.

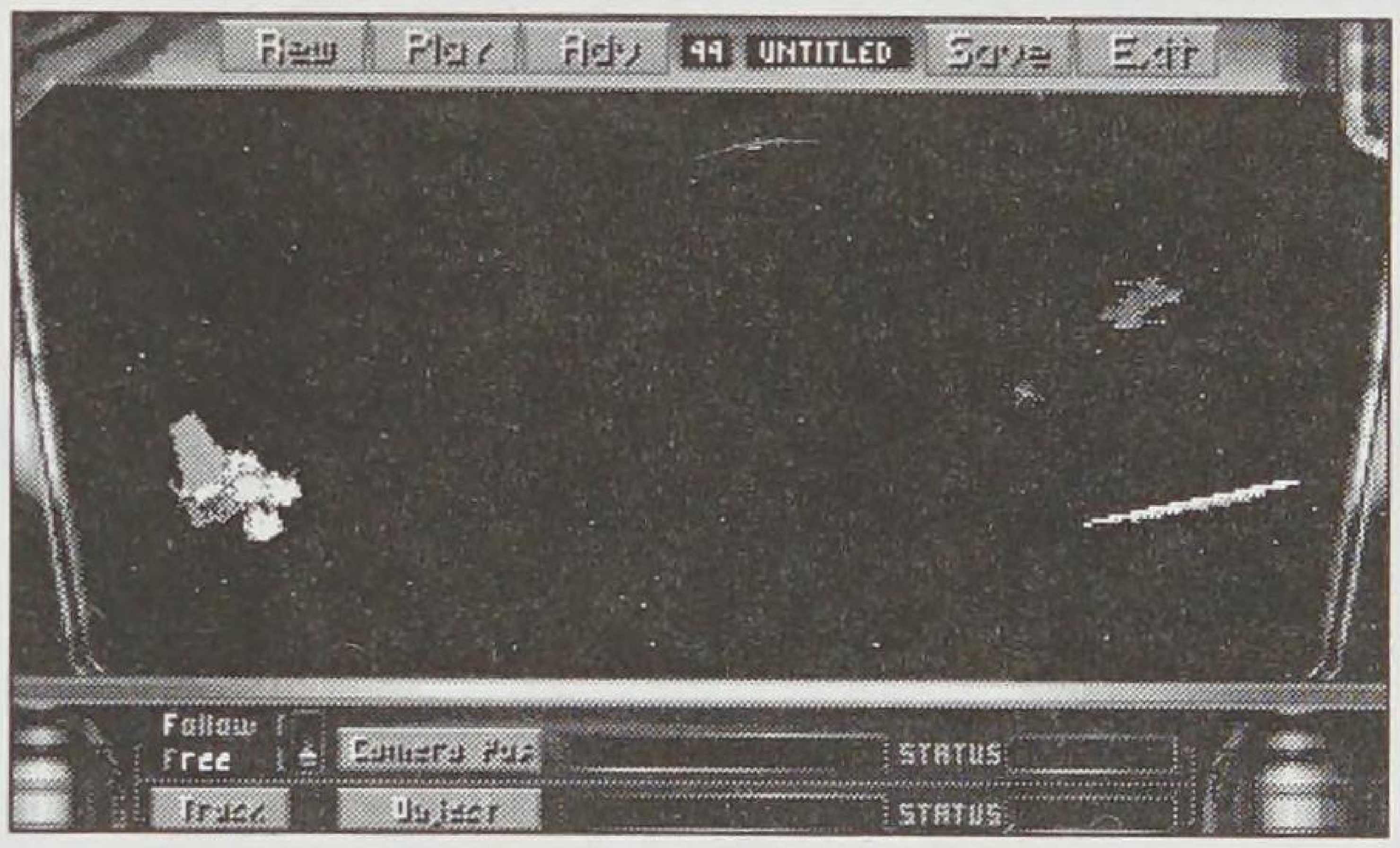
- Follow your fighter and select your current target as the Object. Press O until you find the craft you want to track. The target will always stay in view.


New
Play
Adv
UNTITLED
Save
Exit
Follow
Free
Track
Camera Pos
Object
STATUS
OK

Following your ship, tracking the enemy.


New
Play
Adv
UNTITLED
Save
Exit
Follow
Free
Track
Camera Pos
Object
STATUS
OK

Following the enemy, tracking your ship.


New
Play
Adv
UNTITLED
Save
Exit
Follow
Free
Track
Camera Pos
Object
STATUS

Catching another angle.

- Follow your current target and Track your own starfighter. This is a very dramatic view that will show your craft maneuvering and attacking the target, from the target's perspective. This is not only useful to see how accurate your shooting is, since you can see the weapon blasts as they either hit or miss the target, but you can also see behind your own fighter if you are being pursued by other enemies. For instance, suppose you were targeting an X-wing and several A-wings were on your tail. You can see how effective your evasive maneuvers were. Or watch yourself in a Corkscrew Avoid maneuver to see if you are performing it correctly.

It's a good idea to watch an engagement several times. First, watch in Follow mode to relive your mission from the original perspective — yours. You might also log the mission by notating the camera counter number (to the right of the Adv button) showing when particular events occur — you get a kill, for instance, or you get hit, or even if someone else gets a kill. Press the Play [P] button to pause the display any time you want.

Next watch again in Free mode to get the overall picture. Finally, dissect the mission using combinations of Free, Follow, and Track to understand what was happening around you in more detail.

Remember, you can use the Advance [A] button to move quickly through parts of the holo film, though you will not hear any sound cues while the holo film is advancing. Watch the counter number to find a particular event in the clip.

When new friendly or enemy ships jump into the engagement, you might want to press Play [P] to pause the clip, then switch the Camera Pos. [C] to that new object. Now switch to Free [F] and use Pan and Zoom to observe how this new ship may have affected the situation and where it is relative to your current position. Finally, return to the view you were in before and resume the clip (or resume in Free mode).

Study the Holo Film

If you're having problems with one or more missions, STUDY THE FILM, STUDY THE FILM, and STUDY THE FILM!

Appendix D: Mission Statistics Tables

HOW TO READ FLIGHT GROUP INFORMATION:

*#1-I	T/F Alpha [2]	**Mother:** 2	**Difficulty:** All
Start: Always, 0, 1	**Stop:** 50% Hull Dmg	**Waves:** 0,6	**Special:** 1
Weapons: Normal	**AI:** Ace	**Form:** Vic	Talk On
Win1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (Rebel) [10]	**O2:** 8 (HLF) [10]	**O3:** 3 (1x) [7]	

***#1-I**

First is the Flight Group #. This affects the order in which targets appear on the CMD. An asterisk indicates that the player is in this group. Next to the number is the affiliation of the flight group. I = Imperial. R = Rebel. N = Neutral (which may or may not be hostile).

T/F Alpha [2]

This is the ship type and name of the flight group. A number in square brackets indicates the player's position in the group (if any). [1] = flight leader. Any other number = wingman.

Mother: 2

Next is the mother ship's FG#. (0 means none.)

Difficulty: All

A flight group may or may not appear, depending on the difficulty level at which you play.

Start: Always, 0, No

The starting conditions for a FG are circumstance, time delay, and the number of the FG the circumstance depends on (if any.

Stop: 50% Hull Dmg

FG stop condition. Here any craft in the group will stop if its hull gets damaged by 50%.

Waves: 0

Waves are created when the last ship of the current wave is destroyed, returns to its mother ship, or hyperspaces away.

Special: 1

The position number in a FG of the craft (if any) that is carrying special cargo, and is significant in the mission profile. If the word Random appears, the special craft is randomly chosen.

Weapons: Normal

The weapon load of the craft. Normal means it carries its usual weaponry. Any other value indicates special conditions. For instance, 1/2 M, T means half the usual load of missiles and/or torpedoes. 2x M means double missiles. And so forth.

AI: Ace

The basic skill level of pilots (and/or gunners) in this FG. These range from Novice to Super Ace.

Form: Vic

The FG's starting formation.

Talk On

Talk On means you can communicate with the FG and give orders. Talk Off means you cannot.

Win1: 0

Win1 represents the conditions necessary to accomplish primary goals. 0 = none.

Win2: 0

Win2 represents the conditions necessary to accomplish secondary goals. 0 = none.

Bonus: 0

Bonus represents the conditions necessary to accomplish bonus goals. 0 = none. Other values represent points scored in the mission.

O1:

O1 represents the FG's primary orders. In this case 8 (Rebel) [10] means Attack Rebel craft at a starting speed of 10 (100% throttle)*

O2:

O2 represents the FG's secondary orders. In this case 8 (HLF) [10] means Attack heavy lifters at a starting speed of 10 (100% throttle)*

O3:

O1 represents the FG's tertiary orders. In this case 3 (1x) 7 means Fly Loop one time at a starting speed of 7.*

*Abbreviations in the orders section:
NS = Not Special (Doesn't cover special craft)
GNS = Global Not Special (Covers any craft other than special craft)
GNP = Global Not Player (Any craft other than player's craft
GSC = Global Special Craft (Any special craft)

Starship Orders

Basic starship orders are generally indicated by a number followed by one or more conditions in parentheses, followed by the starting speed in parentheses. I.E. 8 (5) [9] indicates Attack Target FG 5 at starting speed of 9. The numbers at the beginning of each paragraph correspond to the numbers in the charts that follow.

1) Stationary: Flight group does nothing.

2) Fly Home: Flight group goes to hyperspace jump point or to mother ship. If unable to jump (no hyperdrive), and/or mother ship not present, flight group will circle last waypoint.

3) Fly Loop: Flight group circles through waypoints. A number in parentheses (if any) indicates the number of loops to be flown.

4) Fly Loop and Evade: Flight group flies through waypoints and evades enemy craft. A number in parentheses (if any) indicates the number of loops to be flown.

5) Rendezvous: Fly to waypoint and wait to be boarded.

6) Disabled: Flight group does nothing and is disabled.

7) Wait for Board: Flight group waits for boarding craft.

8) Attack Target FGs: Basic attack orders. Number in parentheses indicates which FG or type of craft to attack. Number in square brackets indicates starting speed.

9) Attack Escort FG: Attack flight groups with "escort" orders.

*** **10) Respond Target FGs:** Respond to specific orders from particular FGs.

11) Escort: Escort FG indicated in parentheses.

12) Disable Target FGs: Attempt to disable FGs indicated in parentheses.

13) Board to Give: Board designated FG to transfer cargo to it.

14) Board to Take: Board designated FG to transfer cargo from it.

15) Board to Exchange: Board designated FG to exchange cargo.

16) Board to Capture: Board designated flight group and capture ships.

17) Board to Destroy: Board designated flight group to destroy ships.

18) Board to Contact: Board designated flight group to make contact only.

19) Board to Pick Up: Board designated flight group to pick up passenger.

20) Drop Off: Board to drop off passenger.

21) Wait: Wait for further orders.

22) Starship Wait: Wait for further orders.

23) Starship Fly Loop: Starship circles through waypoints while firing (if there are targets).

*** **24) Starship Return:** Starship remains stationary while waiting for all ships (and waves) of all flight groups that have this ship designated as the mothership.

*** **25) Starship Create:** Starship remains stationary until all ships (and waves) of all designated flight groups have been created.

26) Starship Protect: Starship protects designated FGs.

27) Starship Attack: Starship attacks designated FGs.

28) Starship Disable: Starship disables designated FGs.

29) Starship Fly Home: Starship enters hyperspace.

30) Do Nothing

*** **31) Get Funky:** ???

*** **32) Boogie Down:**

33) Starship Board: Board designated FGs.

Ship Abbreviations

Fighters

T/F = TIE Fighter
T/I = TIE Interceptor
T/B = TIE Bomber
T/A = TIE Advanced
T/D = TIE Defender
GUN = Assault Gunboat
X-W = X-wing
Y-W = Y-wing
A-W = A-wing
B-W = B-wing
Z-95 = Z-95 Headhunter

Shuttles & Transports

SHU = Tyderian Shuttle
E/S = Escort Shuttle
TRN = Stormtrooper Transport
ATR = Assault Transport
SPC = IPV-1 System Patrol Craft
CORT = Corellian Transport

Freighters & Containers

CN/A = Container A (box)
CN/B = Container B (hex box)
CN/C = Container C (tube)
CN/D = Container D (pronged)
CN/E = Container E (hemisphere)
FRT = Bulk Freighter
CNVYR = Modular Conveyor
CTRANS = Container Transport
CARG = Cargo Ferry
CRV = Corvette
M/CRV = Modified Corvette

Utility Craft

HFL = Heavy Lifter
TUG = Space Tug

Capital Ships (and others)

ESC = Escort Carrier
INT = Interdictor Cruiser
FRG = Nebulon B Frigate
M/FRG = Modified Frigate
CRS = Calamarian Cruiser
CRL = Lt. Calamarian Cruiser
VSD = *Victory*-class Star Destroyer
ISD = *Imperial*-class Star Destroyer
PLT = Platforms

Historical Missions

Note: Only missions 2-4 of each historical category are included here.

Historical Fighter Mission 2

***#1-I** T/F Alpha [2]
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Rebel) [10]
Mother: 2
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (HLF) [10]
Difficulty: All
Waves: 0,6
Form: Vic
Bonus: 0
O3: 3 (1x) [7]
Special: 1
Talk On

#2-I PLT I.N. Depot
Start: Always, 0, 1
Weapons: Shields 1/2, Dmg
Win 1: 0
O1: 22 (0:05) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#3-I ISD Colossus
Start: Destroyed, 0, HLF; Reinforced, 1
Weapons: Normal
Win 1: 0
O1: 24 (10:00) [1]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-I TUG C/T
Start: Created, 0:50, 3
Weapons: Normal
Win 1: 0
O1: 19 (1, 0:00, 1x) [10]
Mother: 2
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 2,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I T/I Gamma
Start: Created, 1:40, 3; Reinforced, 1
Weapons: Normal
Win 1: 0
O1: 8 (Rebel, Fighters, HLF) [10]
Mother: 3
Stop: None
AI: Top Ace
Win2: 0
O2: 10 (7, 1) [10]
Difficulty: All
Waves: 2,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I T/B Beta
Start: Created, 3:20, 3; Reinforced, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Rebel, Fighters, HLF) [10]
Mother: 3
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 10 (7, 1) [10]
Difficulty: All
Waves: 2,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I TRN Upsilon (Rep Crew)
Start: Created, 2:30, 3; Reinforced, 1
Weapons: Normal
Win 1: 0
O1: 13 (2, 3:00, 1x) [10]
Mother: 3
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I CN/E Xi
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: Survive, 300
O3: 1 [0]
Special: No
Talk Off

#9-I CN/E Chi
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: Survive, 300
O3: 1 [0]
Special: No
Talk Off

#10-I CN/E Pi
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: Survive, 300
O3: 1 [0]
Special: No
Talk Off

#11-R HLF Pelican 1
Start: Disabled, 1:00, 2
Weapons: Shields System off
Win 1: 0
O1: 19 (8, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vert
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#12-R HLF Pelican 2
Start: Disabled, 1:50, 2
Weapons: Shield System off
Win 1: 0
O1: 19 (9, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vert
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#13-R HLF Pelican 3
Start: Disabled, 2:40, 2
Weapons: Normal
Win 1: 0
O1: 19 (10, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vert
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#14-R Y-W Gold
Start: Always, 1:25, 1
Weapons: Torps
Win 1: 0
O1: 12 (2) [10]
Mother: None
Stop: Destroyed, 14-19
AI: Top Ace
Win2: 0
O2: 10 (HLF) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-R Y-W Blue
Start: Destroyed, 0, Y-W
Weapons: Heavy Torps
Win 1: 0
O1: 12 (2) [10]
Mother: None
Stop: Destroyed, 14-19
AI: Top Ace
Win2: 0
O2: 10 (HLF) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-R Y-W Red
Start: Always, 1:50, 1
Weapons: Heavy Torps
Win 1: 0
O1: 12 (2) [10]
Mother: None
Stop: Destroyed, 14-19
AI: Top Ace
Win2: 0
O2: 10 (HLF) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-R X-W Blue
Start: Always, 4:35, 1
Weapons: Normal
Win 1: 0
O1: 8 (1, GNP) [10]
Mother: None
Stop: Been Attacked
AI: Top Ace
Win2: 0
O2: 8 (7) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 8 (2) [10]
Special: No
Talk Off

#18-R X-W Gold
Start: Attacked, 0, 17
Weapons: Torps
Win 1: 0
O1: 8 (1, GNP) [10]
Mother: None
Stop: Destroyed, 14-19
AI: Top Ace
Win2: 0
O2: 8 (7) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 8 (2) [10]
Special: No
Talk Off

#19-R X-W Red
Start: Destroyed, 1:15, 18
Weapons: Torps
Win 1: 0
O1: 8 (1, GSC) [10]
Mother: None
Stop: Destroyed, 14-19
AI: Top Ace
Win2: 0
O2: 8 (7) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 8 (2) [10]
Special: No
Talk Off

Historical Fighter Mission 3

***#1-I** T/F Alpha 1 [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 [1]
Mother: 1
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#2-I T/F Alpha 2
Start: Attacked, 0:00, 4
Weapons: Normal
Win 1: 0
O1: 11 (4, Position 1, 0) [10]
Mother: 4
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#3-I T/F Alpha 3
Start: Attacked, 0:25, 4
Weapons: Normal
Win 1: 0
O1: 11 (4, Position 1, 0) [10]
Mother: 4
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-I CRV Perfect
Start: Destroyed, 0, 9-14
Weapons: Normal
Win 1: 0
O1: 23 (1x) [0]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I ISD Punisher
Start: Destroyed, 1:40, 4
Weapons: Normal
Win 1: 0
O1: 23 (1x) [0]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (20:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I T/B Zeta
Start: Attacked, 2:55, 5
Weapons: Missiles
Win 1: 0
O1: 8 (1) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I T/B Eta
Start: Attacked, 4:50, 5
Weapons: Missiles
Win 1: 0
O1: 8 (1) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I GUN Mu
Start: Reinforced, 0:50
Weapons: Missiles
Win 1: 0
O1: 8 (9-14) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 4,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-R X-W Blue
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 7 (1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (5x) [5]
Difficulty: All
Waves: 0,5
Form: Dbl Ast
Bonus: 0
O3: 8 (1) [5]
Special: No
Talk Off

#10-R TUG T-XL
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 13 (9, 11, 0:10, 1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (4x) [5]
Difficulty: All
Waves: 0,6
Form: Diamond
Bonus: 0
O3: 2 (0:05) [8]
Special: No
Talk Off

#11-R A-W Red
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 21 (1:30) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (10x) [7]
Difficulty: >Easy
Waves: 0,6
Form: Dbl Ast
Bonus: 0
O3: 8 (Imperial) [9]
Special: No
Talk Off

#12-R A-W Red
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 21 (1:00) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (10x) [8]
Difficulty: Easy
Waves: 0,2
Form: Dbl Ast
Bonus: 0
O3: 8 (Imperial) [9]
Special: No
Talk Off

#13-R CON Vic (Equipment & Quarters)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Stacked
Bonus: ID'd, 150
O3: 1 [0]
Special: No
Talk Off

#14-R CON Limi (Supplies & Work Area)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Stacked
Bonus: ID'd, 150
O3: 1 [0]
Special: No
Talk Off

#15-R GUN Nu
Start: Created, 0, 17
Weapons: Missiles
Win 1: 0
O1: 8 (X-W, A-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: Hard
Waves: 3,2
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

#16-R GUN Mu
Start: Reinforced, 1:15
Weapons: Missiles
Win 1: 0
O1: 8 (Con, Tug) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 4,2
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

#17-R X-W Gold
Start: Destroyed, 1:00, 9-14
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 4 (Rebel, 7x) [10]
Difficulty: Hard
Waves: 3,3
Form: Vic
Bonus: Destroyed, 150
O3: 2 (0:20) [9]
Special: No
Talk Off

#18-R A-W Blue
Start: Destroyed, 1:15, 17
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:05) [3]
Difficulty: Hard
Waves: 3,2
Form: Vic
Bonus: Destroyed, 150
O3: 2 (0:20) [9]
Special: No
Talk Off

#19-R B-W Blue
Start: Destroyed, 1:15, 18
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:25) [3]
Difficulty: Hard
Waves: 3,2
Form: Vic
Bonus: Destroyed, 150
O3: 2 (0:20) [9]
Special: No
Talk Off

Historical Fighter Mission 4

***#1-I** T/F Alpha 1 [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 [10]
Mother: 4
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#2-I T/F Alpha 2
Start: Attacked, 0, 4
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: 4
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#3-I T/F Alpha 3
Start: Attacked, 0:25, 4
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: 4
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-I CRV Astin
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 2 (0:05) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#5-I CRV Astin
Start: Destroyed, 0:50, 22
Weapons: Normal
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:25) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I ISD Punisher
Start: Destroyed, 1:40, 5
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 20:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, -6400
O3: 1 [0]
Special: No
Talk Off

#7-I T/B Zeta
Start: Attacked, 1:40, 6
Weapons: Missiles
Win 1: 0
O1: 11 (8, Position 9, 1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I T/B Eta
Start: Attacked, 0:00, 6
Weapons: Missiles
Win 1: 0
O1: 11 (6, Position 7, 1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I GUN Tau
Start: Reinforced, 1:15
Weapons: Missiles
Win 1: 0
O1: 8 (18-22) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Fighters) [10]
Difficulty: All
Waves: 4,2 **Special:** No
Form: Ech Right Talk On
Bonus: Destroyed, -2000
O3: 4 (1x) [10]

#10-R Z-95 Red
Start: Created, 1:15, 14
Weapons: Normal
Win 1: 0
O1: 8 (1) [7]
Mother: 14
Stop: None
AI: Novice
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2 **Special:** No
Form: Vic Talk Off
Bonus: Destroyed, 500
O3: 2 (0:05) [10]

#11-R Z-95 Blue
Start: Attacked, 0:25, 10
Weapons: Normal
Win 1: 0
O1: 8 (1) [7]
Mother: 14
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [7]
Difficulty: All
Waves: 1,3 **Special:** No
Form: Vic Talk Off
Bonus: Destroyed, 1200
O3: 2 (0:05) [10]

#12-R Z-95 Gold
Start: Destroyed, 0, 11
Weapons: Normal
Win 1: 0
O1: 8 (1) [8]
Mother: 14
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,4 **Special:** No
Form: Vic Talk Off
Bonus: Destroyed, 2000
O3: 2 (0:05) [10]

#13-R Z-95 Striker
Start: Destroyed, 0, 12
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,5 **Special:** No
Form: Vic Talk Off
Bonus: Destroyed, 5700
O3: 2 (0:05) [9]

#14-R FRG Rogelo
Start: Destroyed, 3:20, 22
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [2]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vert Talk Off
Bonus: 0
O3: 1 [0]

#15-I GUN Nu
Start: Always, 2:05
Weapons: Missiles
Win 1: 0
O1: 8 (18, A-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Fighters) [10]
Difficulty: All
Waves: 3,2 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 2 (0:30) [9]

#16-I GUN Mu
Start: Reinforced, 0:50
Weapons: Missiles
Win 1: 0
O1: 8 (X-W, A-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (10-14) [10]
Difficulty: All
Waves: 3,2 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 2 (0:20) [9]

#17-I GUN Pi
Start: Reinforced, 0:50
Weapons: Missiles
Win 1: 0
O1: 8 (X-W, A-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (10-14) [10]
Difficulty: Easy
Waves: 3,4 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 2 (0:20) [9]

#18-R X-W Red 1
Start: Always, 2;05
Weapons: Torps
Win 1: 0
O1: 8 (4) [7]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: Destroyed, 500
O3: 2 (0:20) [9]

#19-R A-W Gold
Start: Attacked, 2:05, 18
Weapons: 1/2 Mis, Torps
Win 1: 0
O1: 8 (GPlayer) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0,2 **Special:** No
Form: Vic Talk Off
Bonus: Destroyed, 1000
O3: 2 (0:20) [9]

#20-R A-W Gold
Start: Attacked, 2:05, 18, 19
Weapons: Missiles
Win 1: 0
O1: 8 (GPlayer) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: Destroyed, 2000
O3: 2 (0:20) [9]
Special: No
Talk Off

#21-R X-W Blue
Start: Attacked, 3:05, 18
Weapons: Normal
Win 1: 0
O1: 8 (GPlayer) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (Imperial) [3]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

#22-R PROBE PR-V74
Start: Always, 0
Weapons: Normal
Win 1: Destroyed
O1: 3 (1x) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 21 (0:25) [3]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

Historical Interceptor Mission 2

***#1-I** T/I Gamma [2]
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 3 (1x) [2]
Mother: 9
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Z-95, 17, B-W, A-W) [10]
Difficulty: All
Waves: 0,4
Form: Ech Left
Bonus: 0
O3: 8 (X-W, Y-W, Frt) [0]
Special: 2
Talk Off

#2-I T/I Eta
Start: Always, 0:25, 1
Weapons: Normal
Win 1: 0
O1: 8 (18, Z-95, B-W, A-W) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (X-W, Y-W) [10]
Difficulty: All
Waves: 3,3
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I T/I Zeta
Start: Destroyed, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (B-W, A-W, X-W, Y-W) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Fighter, 18) [10]
Difficulty: All
Waves: 3,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4-I T/I Eta
Start: Destroyed, 0, 2
Weapons: Normal
Win 1: 0
O1: 8 (A-W, B-W, X-W, Y-W) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Fighter, 18) [10]
Difficulty: All
Waves: 3,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#5-I T/B Beta
Start: Always, 2:05, 1
Weapons: 2xM, Torps, Hv Trps
Win 1: 0
O1: 8 (22, 13) [10]
Mother: 9
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 8 (X-W, Y-W, B-W, Fighter) [10]
Difficulty: All
Waves: 3,3
Form: Vic
Bonus: 0
Special: No
Talk On
O3: 8 (14, 15) [10]

#6-I T/B Delta
Start: Always, 3:45, 1
Weapons: 2xM, Torps, Hv Trps
Win 1: 0
O1: 8 (22, 13) [10]
Mother: 9
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 8 (X-W, B-W, Fighter, Y-W) [10]
Difficulty: All
Waves: 3,3
Form: Vic
Bonus: 0
Special: No
Talk On
O3: 8 (14, 15) [10]

#7-I T/B Beta
Start: Destroyed, 0, 5; Mis Com, 5
Weapons: 2xM, Torps, Hv Trps
Win 1: 0
O1: 8 (22, 13, 15, 14) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (B-W, A-W, X-W, Y-W) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
Special: No
Talk On
O3: 1 [0]

#8-I T/B Delta
Start: Destroyed, 0, 6; Mis Com, 6
Weapons: 2xM, Torps, Hv Trps
Win 1: 0
O1: 8 (22, 13, 14, 15) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (B-W, X-W, Y-W, A-W) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
Special: No
Talk On
O3: 1 [0]

#9-I FRG Implacable
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (13, 22, 16, 15) [3]
Mother: None
Stop: Shields Out
AI: Veteran
Win2: 0
O2: 24 (0:00) [1]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-I GUN Rho (Assist)
Start: Destroyed, 0, T/I; Reinforced, 1
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, A-W, X-W, Y-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Fighter, 18, 22, 13) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#11-I GUN Rho (Assist)
Start: Destroyed, 0, 10
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, A-W, X-W, Y-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Fighter, 18, 22) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#12-I GUN Rho (Assist)
Start: Destroyed, 0, 11
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, A-W, X-W, Y-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Fighter, 18, 22) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#13-R PLT AZ 77 (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [0]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-R CON Chi (Supplies)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Stacked
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-R CN/C Xi (Liquid Gas)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-R CN/E Psi (Grain)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-N CORT Neenoc (Comp Eq)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:15) [0]
Mother: None
Stop: Been Attacked
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#18-R PAT Derdmin
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 8 (T/B, T/I, Gun, 9) [10]
Mother: None
Stop: Shields Out
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-R Z-95 Red
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:15) [0]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (T/B, T/I, GNP) [10]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: 0
O3: 8 (1, GPlayer) [10]
Special: No
Talk Off

#20-R Z-95 Gold
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (T/B, T/I) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-R Z-95 Red 4
Start: Always, 2:40, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-R CAL Ardent
Start: Destroyed, 0, 13, Fighter
Weapons: Normal
Win 1: 0
O1: 27 (9, T/B, T/I, Gun) [2]
Mother: None
Stop: Shields Out
AI: Officer
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#23-R Y-W Red
Start: Created, 3:20, 22
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 22
Stop: 50% Hull Dmg
AI: Officer
Win2: Destroyed
O2: 8 (T/B, Gun, T/I) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 8 (GPlayer) [10]
Special: No
Talk Off

#24-R Y-W Gold
Start: Destroyed, 0:50, 23
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: Destroyed
O2: 8 (T/B, Gun, T/I) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 8 (GPlayer) [10]
Special: No
Talk Off

#25-R X-W Blue
Start: Created, 1:15, 22
Weapons: Torps
Win 1: 0
O1: 8 (9, T/B, Gun, T/I) [10]
Mother: 22
Stop: 50% Hull Dmg
AI: Veteran
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-R X-W Red
Start: Destroyed, 0:50, 25
Weapons: Torps
Win 1: 0
O1: 8 (9, T/B, Gun, T/I) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-R A-W Gold
Start: Destroyed, 0, 17-21, 23-26
Weapons: Missiles
Win 1: 0
O1: 8 (Gun, T/B, T/I) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#28-R B-W Red
Start: Destroyed, 0, 17-21, 23-26
Weapons: Torps
Win 1: 0
O1: 8 (9, T/B, T/I, Gun) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Vic
Bonus: Destroyed, 1000
O3: 1 [0]
Special: No
Talk Off

Historical Interceptor Mission 3

***#1-I** T/I Alpha 1 [1]
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 4 (1x) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 21 (2:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#2-I T/B Theta
Start: Was Boarded, 0:25, 16; Attacked, 7
Weapons: Torps
Win 1: 0
O1: 8 (15, 13) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (16, GNS) [9]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#3-I T/B Eta
Start: Created, 2:05, 15; Attacked, 7
Weapons: Missiles
Win 1: 0
O1: 3 (1x) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (15) [10]
Difficulty: All
Waves: 2,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#4-I TRN Sigma 1 (Boarders)
Start: Destroyed, 0:25, Mine1
Weapons: 2xM, Torps
Win 1: 0
O1: 14 (16, GSC, 0:15, 1x) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (16, GSC) [9]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#5-I T/I Beta
Start: Created, 0, 7
Weapons: Normal
Win 1: 0
O1: 11 (8, Position 1, 1) [10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1[0]
Special: No
Talk Off

#6-I T/I Gamma
Start: Attacked, 0:25, 8
Weapons: Normal
Win 1: 0
O1: 11 (8, Position 1, 1) [10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I FRG Lightning
Start: Always, 0
Weapons: Normal
Win 1: 0
O1: 23 (4x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:25) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I ISD Calvary
Start: Destroyed, 0:50, 7
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 20:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I T/B Zeta
Start: Attacked, 0:50, 8
Weapons: Missiles
Win 1: 0
O1: 11 (8, Position 1, 1) [3]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-I T/B Eta
Start: Created, 0:25, 8
Weapons: Missiles
Win 1: 0
O1: 11 (8, Position 1, 1) [3]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-I CRV Glazer
Start: Reinforced, 1:15
Weapons: Missiles
Win 1: 0
O1: 23 (3x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (2:00) [0]
Difficulty: All
Waves: 4,1
Form: Vic
Bonus: 0
O3: 2 [10]
Special: No
Talk Off

#12-R SHU Ahrman
Start: Destroyed, 0:25, Con
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (1) [8]
Difficulty: All
Waves: 0,3
Form: Dbl Ast
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-R TRN Pelex
Start: Destroyed, 0:50, Con
Weapons: Torps
Win 1: 0
O1: 8 (11) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (7) [10]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#14-R TUG T-WF
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 13 (16, 2:10, 1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (4x) [0]
Difficulty: Hard
Waves: 0,1
Form: Dbl Ast
Bonus: Destroyed, 50
O3: 1 [0]
Special: No
Talk Off

#15-R B-W Gold
Start: Always, 1:40, 1
Weapons: Torps
Win 1: 0
O1: 8 (7) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0,3
Form: Line Abrst
Bonus: Destroyed, 550
O3: 2 (0:05) [10]
Special: No
Talk Off

#16-R CON Koss (Foodstuffs, Equipment)
Start: Always, 0, 1
Weapons: Shields 1/2, Dmg
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Stacked
Bonus: Was Boarded, 1000
O3: 1 [0]
Special: Random
Talk Off

#17-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#18-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#19-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#20-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#21-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#22-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#23-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#24-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#25-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#26-R Mine1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

Historical Interceptor Mission 4

***#1-I** T/I Alpha [1]
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (12, 11) [10]
Mother: 1
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, 15) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 (Rebel) [10]
Special: No
Talk Off

#2-I T/B Theta
Start: Always, 0
Weapons: Torps
Win 1: 0
O1: 8 (Frt, Con) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [9]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [6]
Special: No
Talk Off

#3-I TRN Sigma (Staff)
Start: Destroyed, 0, 6
Weapons: Torps
Win 1: 0
O1: 2 (0:00) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [9]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#4-I T/I Beta
Start: Created, 0, 6
Weapons: Normal
Win 1: 0
O1: 11 (7, Position 7, 1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I T/I Gamma
Start: Attacked, 0:25, 7
Weapons: Normal
Win 1: 0
O1: 11 (7, Position 7, 1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I FRG Lightning
Start: Always, 0
Weapons: Normal
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:25) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I ISD Calvary
Start: Destroyed, 0:50, 6
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 20:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I T/B Zeta
Start: Attacked, 0:50, 7
Weapons: Missiles
Win 1: 0
O1: 11 (7, Position 4, 0) [3]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I T/B Eta
Start: Attacked, 0:25, 6
Weapons: Missiles
Win 1: 0
O1: 11 (6, Position 1, 0) [3]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 2,6
Form: Vic
Bonus: 0
O3: 2 (0:05) [7]
Special: No
Talk Off

#10-I CRV Wreden
Start: Reinforced, 1:40
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (2:00) [0]
Difficulty: All
Waves: 4,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#11-R SHU Revt
Start: Always, 0
Weapons: Normal
Win 1: Destroyed
O1: 7 (13, 1x) [0]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: All
Waves: 0,3
Form: Dbl Ast
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#12-R TRN Bultz
Start: Always, 0
Weapons: Normal
Win 1: Destroyed
O1: 21 (3:00) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-R TUG T-SE
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 13 (11, 0:35, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,3
Form: Dbl Ast
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#14-R TUG T-SF
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 13 (15, 0:35, 1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,3
Form: Dbl Ast
Bonus: 0
O3: 2 (0:00) [4]
Special: No
Talk Off

#15-R Y-W Gold
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 7 (14, 1x) [0]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,3
Form: Stacked
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#16-R X-W Red
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0,3
Form: Stacked
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#17-R CON Duce 1 (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#18-R CON Duce 2 (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#19-R CON Duce 3 (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

#20-R CTRNS Moth (Crew)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 22 (3:30) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 29 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: Destroyed
O3: 1 [10]
Special: Random
Talk Off

#21-R CON Duce 4 (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: 0
O3: 1 [0]
Special: Random
Talk Off

Historical Bomber Mission 2

***#1-I** T/B Beta
Start: Always, 0, 1
Weapons: 2xM, Torps. Hv Bmbs
Win 1: 0
O1: 8 (12, 14, 13, 24) [10]
Mother: 10
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 8 (B-W, Y-W, X-W, Fighter) [10]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: 0
Special: 2
Talk On
O3: 1 [0]

#2-I T/B Delta
Start: Always, 1:40, 1
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (13, 14, 24) [10]
Mother: 10
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I T/B Delta
Start: Miss Com, 1:40, 2
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (14, 13, 24) [10]
Mother: 10
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4-I T/B Beta 4
Start: Destroyed, 0:50, 1
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (14, 13, 24) [10]
Mother: 10
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#5-I T/B Beta 5
Start: Destroyed, 0:50, 1
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (14, 24) [10]
Mother: 10
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#6-I T/I Alpha
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (B-W, Y-W, X-W) [10]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (12, 13, 14) [10]
Difficulty: All
Waves: 0,3
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#7-I T/I Alpha
Start: Destroyed, 0, 6
Weapons: Normal
Win 1: 0
O1: 8 (B-W, Y-W, X-W) [10]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (13, 14) [10]
Difficulty: All
Waves: 0,3
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#8-I T/I Gamma
Start: Always, 4:10, 1
Weapons: Normal
Win 1: 0
O1: 8 (B-W, Y-W, X-W) [10]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (24) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#9-I T/A Gamma
Start: Destroyed, 0:50, 8
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, X-W, Y-W) [10]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (24) [10]
Difficulty: All
Waves: 0,3
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#10-I FRG Implacable
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 27 (Bat Plts) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 24 (0:00) [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-I ATR Mako (Warheads)
Start: Been Boarded, 0:25, 1
Weapons: Missiles
Win 1: 0
O1: 13 (1, 0:05, 5x) [10]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#12-R PLT Abrihom
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 27 (Imperial) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-R PLT Bersabba
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [0]
Mother: None
Stop: None
AI: Officer
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-R PLT Cyrlus
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: Destroyed, 2000
O3: 1 [0]
Special: No
Talk Off

#15-R X-W Blue
Start: Win1 Success
Weapons: Torps
Win 1: 0
O1: 8 (10, T/I) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-R B-W Red
Start: Attacked, 0, 14
Weapons: Torps
Win 1: 0
O1: 8 (10, 1) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-R Z-95 Adam
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Gun, T/I) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-R Z-95 Adam 3
Start: Always, 2:40, 1
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Gun, T/I) [10]
Mother: 12
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-R Z-95 Baker
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:30) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (T/B, Gun, T/I) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-R Z-95 Baker 4
Start: Always, 2:55, 1
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Trn, Gun, T/I) [10]
Mother: 13
Stop: None
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-R Z-95 Casper
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:10) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (T/B, Gun, T/I) [10]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-R Z-95 Casper 3
Start: Always, 2:30, 1
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Gun, T/I, Frg) [10]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#23-R CORT Satomi
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (1:00) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#24-R CAL Ossus Day
Start: Destroyed, 0, Rebel
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 24 (0:00) [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: Destroyed, 3000
O3: 1 [0]
Special: No
Talk Off

#25-R Y-W Red
Start: Destroyed, 1:40, Rebel
Weapons: Torps
Win 1: 0
O1: 8 (10, T/B, Gun, T/I) [10]
Mother: 24
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: Destroyed, 1000
O3: 1 [0]
Special: No
Talk Off

#26-R X-W Gold
Start: Destroyed, 1:40, Rebel
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Gun, T/I, 10) [10]
Mother: 24
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Destroyed, 1000
O3: 1 [0]
Special: No
Talk Off

Historical Bomber Mission 3

***#1-I** T/B Alpha [1]
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 [10]
Mother: 1
Stop: None
AI: Top Ace
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 3 (20x) [5]
Special: No
Talk Off

#2-I T/F Beta
Start: Created, 0, 5
Weapons: Normal
Win 1: 0
O1: 11 (5, Position 1, 0) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 11 (Position 11, 1) [10]
Special: No
Talk Off

#3-I T/I Gamma
Start: Attacked, 0:25, 5
Weapons: Normal
Win 1: 0
O1: 11 (5, Position 1, 1) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 11 (Position 12, 1) [10]
Special: No
Talk Off

#4-I CRV Control
Start: Always, 0
Weapons: Normal
Win 1: Survive
O1: 23 (4x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:25) [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I ISD Calvary
Start: Destroyed, 0:50, 4
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 15:55) [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: Destroyed, -6400
O3: 2 (0:05) [10]
Special: No
Talk Off

#6-I T/B Zeta
Start: Destroyed, 0:25, 2
Weapons: Missiles
Win 1: 0
O1: 11 (5, Position 1, 1) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I T/B Eta
Start: Attacked, 0:50, 5
Weapons: Missiles
Win 1: 0
O1: 11 (5, Position 1, 1) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I GUN Mu
Start: Reinforced, 0:50
Weapons: Missiles
Win 1: 0
O1: 8 (Rebel) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 11 (1, Position 7, 0) [10]
Difficulty: All
Waves: 4,4
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk On

#9-R SHU Enouck
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 21 (0:30) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (1) [8]
Difficulty: All
Waves: 0,3
Form: Dbl Ast
Bonus: ID'd, 150
O3: 1 [0]
Special: No
Talk Off

#10-R SHU Xarxis
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 21 (0:30) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (1) [8]
Difficulty: All
Waves: 0,3
Form: Dbl Ast
Bonus: ID'd, 150
O3: 1 [0]
Special: No
Talk Off

#11-I Imperial Walker1 (Weapons)
Start: Been Boarded, 0:25, 1
Weapons: Torps
Win 1: 0
O1: 13 (1, 0:05, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [8]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#12-R A-W Red
Start: Destroyed, 1:40, 20, 21
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/F, T/I) [8]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Destroyed, 600
O3: 2 (0:45) [10]
Special: No
Talk Off

#13-R Y-W Red
Start: Always, 5:40
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/F, T/I) [8]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 400
O3: 2 (0:45) [10]
Special: No
Talk Off

#14-R B-W Red
Start: Destroyed, 1:40, 12
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/F, T/I) [8]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Destroyed, 500
O3: 2 (0:45) [10]
Special: No
Talk Off

#15-R TRN Axet
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 21 (0:50) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (4) [10]
Difficulty: Hard
Waves: 0,4
Form: Dbl Ast
Bonus: ID'd, 150
O3: 8 (1) [10]
Special: No
Talk Off

#16-R TRN Axet
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 21 (0:50) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (4) [10]
Difficulty: Med
Waves: 0,4
Form: Dbl Ast
Bonus: ID'd, 150
O3: 8 (1) [10]
Special: No
Talk Off

#17-R TRN Axet
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 21 (0:50) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (4) [10]
Difficulty: Easy
Waves: 0,2
Form: Dbl Ast
Bonus: ID'd, 150
O3: 8 (1) [10]
Special: No
Talk Off

#18-R TUG T-ST
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 13 (20, 2:10, 1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-R TUG T-SP
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 13 (20, 2:10, 1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-R CON Vic (Storage, Work Area)
Start: Always, 0, 1
Weapons: Shields 1/2, Dmg
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: ID'd, 200
O3: 1 [0]
Special: Random
Talk Off

#21-R CON Limi (Storage, Barracks)
Start: Always, 0, 1
Weapons: Shields 1/2, Dmg
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: ID'd, 200
O3: 1 [0]
Special: Random
Talk Off

Historical Bomber Mission 4

***#1-I** T/B Alpha [1]
Start: Always, 0, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 [10]
Mother: 1
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 (Rebel) [5]
Special: No
Talk Off

#2-I T/F Beta
Start: Attacked, 2:30, 5
Weapons: Normal
Win 1: 0
O1: 11 (5, Position 1, 1) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 11 (Position 11, 1) [10]
Special: No
Talk Off

#3-I T/I Gamma
Start: Attacked, 0:25, 5
Weapons: Normal
Win 1: 0
O1: 11 (5, Position 1, 1) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 11 (Position 12, 1) [10]
Special: No
Talk Off

#4-I FRG Compton
Start: Always, 0
Weapons: Normal
Win 1: Survive
O1: 23 (4x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:25) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I ISD Calvary
Start: Destroyed, 0:50, 4
Weapons: Normal
Win 1: Survive
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 15:55) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, -6400
O3: 2 (0:05) [10]
Special: No
Talk Off

#6-I T/B Zeta
Start: Created, 0:25, 5
Weapons: Missiles
Win 1: 0
O1: 11 (5, Position 7, 0) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I T/B Eta
Start: Attacked, 4:10, 5
Weapons: Missiles
Win 1: 0
O1: 11 (5, Position 1, 0) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I GUN Mu
Start: Reinforced, 0:50
Weapons: Missiles
Win 1: 0
O1: 8 (Rebel) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 11 (1, Position 7, 0) [10]
Difficulty: All
Waves: 4,5
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk On

#9-R SHU Trail
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:45) [0]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (1) [8]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: ID'd, 150
O3: 4 (9x) [0]
Special: No
Talk Off

#10-R SHU Guild
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:45) [0]
Mother: None
Stop: None
AI: Novice
Win2: Destroyed
O2: 8 (1) [8]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: ID'd, 150
O3: 4 (9x) [0]
Special: No
Talk Off

#11-R X-W Red
Start: Always, 7:30
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (T/F, T/I) [8]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 1500
O3: 2 (0:45) [0]
Special: No
Talk Off

#12-R A-W Red 1
Start: Win1 Success, 1:40
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/F, T/I) [8]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 600
O3: 2 (0:45) [10]
Special: No
Talk Off

#13-R Y-W Red
Start: Created, 2:55, 11
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/F, T/I) [8]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Destroyed, 400
O3: 2 (0:45) [10]
Special: No
Talk Off

#14-R B-W Red
Start: Destroyed, 1:15, 12
Weapons: Torps
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/F, T/I) [8]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 500
O3: 2 (0:45) [10]
Special: No
Talk Off

#15-R TRN Goode
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 21 (0:40) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (4) [10]
Difficulty: All
Waves: 0,4
Form: Dbl Ast
Bonus: ID'd, 150
O3: 8 (1) [10]
Special: No
Talk Off

#16-R A-W Blue
Start: Always, 0
Weapons: Normal
Win 1: 0
O1: 7 (19, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Easy
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#17-R A-W Blue
Start: Always, 0
Weapons: Normal
Win 1: 0
O1: 7 (19, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Med
Waves: 0,2
Form: Dbl Ast
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#18-R A-W Blue
Start: Always, 0
Weapons: Normal
Win 1: 0
O1: 7 (19, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0,3
Form: Dbl Ast
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#19-R TUG T-DP
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 13 (A-W, 0:45, 3x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-R CN/B Clip (Work Area)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: ID’d, 300
O3: 1 [0]
Special: Random
Talk Off

#21-R CN/C Berm (Storage & Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Stacked
Bonus: ID’d, 350
O3: 1 [0]
Special: 1
Talk Off

Historical Gunboat Mission 2

***#1-I** GUN Mu [2]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 3 (1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (12, 10, 9, 11) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 8 (15) [10]
Special: 1
Talk Off

#2-I GUN Rho
Start: Reinforced, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Frt, Shu, X-W, Y-W0 [10]
Mother: None
Stop: Miss Com, 0, 3-6
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

***#3-I** TRN Sigma 1 [2] (ST-Troops)
Start: Always, 0:25, 1
Weapons: Torps
Win 1: 0
O1: 12 (13) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 14 (13, 0:30, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 8 (Frt) [10]
Special: No
Talk Off

***#4-I** TRN Sigma 2 [2] (ST-Troops)
Start: Always, 0:25, 1
Weapons: Torps
Win 1: 0
O1: 12 (14) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 14 (14, 0:30, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 8 (Frt) [10]
Special: No
Talk Off

***#5-I** HLF Amgis 1 [2]
Start: Destroyed, 3:45, 7
Weapons: Missiles
Win 1: 0
O1: 19 (19, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: Miss Com, 1000
O3: 1 [0]
Special: No
Talk Off

***#6-I** HLF Amgis 2 [2]
Start: Destroyed, 3:45, 8
Weapons: Missiles
Win 1: 0
O1: 19 (20, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: Miss Com, 1000
O3: 1 [0]
Special: No
Talk Off

#7-R CARG Redbill
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 19 (19, 0:20, 1x) [10]
Mother: None
Stop: None
AI: Officer
Win2: Destroyed
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#8-R CARG Wippet
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 19 (20, 0:20, 1x) [10]
Mother: None
Stop: None
AI: Officer
Win2: Destroyed
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#9-R Y-W Gold 1
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 8 (Gun) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 8 (Trn, HLF) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-R Y-W Gold 2
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 8 (Gun, Trn, HLF) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-R Y-W Gold 3
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 8 (Gun, Trn, HLF) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#12-R Y-W Gold 4
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 8 (Gun) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (Trn, HLF) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-N CARG Filcher (Arms Dlrs)
Start: Always, 0, 1
Weapons: Lasers Dmg
Win 1: Disabled
O1: 29 [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-N CARG Riirdo (Arms Dlrs)
Start: Always, 0, 1
Weapons: Lasers Dmg
Win 1: Disabled
O1: 29 [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-N E/S Devil (Pirates)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 8 (Gun, Trn) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-R X-W Red
Start: Disabled, 0, 13, 14
Weapons: Normal
Win 1: 0
O1: 8 (Gun, Trn, HLF) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-R A-W Blue
Start: Destroyed, 0, 7&8, 16
Weapons: Missiles
Win 1: 0
O1: 8 (Gun, HLF, Trn) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-R B-W Gold
Start: Destroyed, 0, 17
Weapons: Missiles
Win 1: 0
O1: 8 (HLF, Gun, Trn) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-I CON Psi 1 (Munitions)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-I CON Psi 2(Munitions)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Historical Gunboat Mission 3

***#1-I** GUN Tau [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (10, 1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#2-I GUN Nu
Start: Reinforced, 1:15, 1
Weapons: Missiles
Win 1: 0
O1: 8 (13) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#3-I GUN Mu
Start: Reinforced, 2:30, 1
Weapons: Missiles
Win 1: 0
O1: 8 (11) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: <Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#4-I CRV Supreme
Start: Reinforced, 2:55, 1
Weapons: Missiles
Win 1: 0
O1: 27 (7) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 27 (Rebel) [10]
Difficulty: <Hard
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#5-I CRV Shotgun
Start: Reinforced, 1:40, 1
Weapons: Missiles
Win 1: 0
O1: 27 (7) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 27 (Rebel) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#6-I TRN Sigma
Start: Reinforced, 1:25, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (7, 8) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#7-R FRG Challenge
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [3]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 3900
O3: 1 [0]
Special: No
Talk Off

#8-R CAL Lukucle
Start: Destroyed, 1:15, 7
Weapons: Missiles
Win 1: 0
O1: 22 (4:35) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 5200
O3: 1 [0]
Special: No
Talk Off

#9-R CAL Trident
Start: Destroyed, 2:05, 8
Weapons: Missiles
Win 1: 0
O1: 22 (4:35) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 5200
O3: 1 [0]
Special: No
Talk Off

#10-R Y-W Red
Start: Always, 0:50, 1
Weapons: Normal
Win 1: Destroyed
O1: 10 (10) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 11 (1, Position 15, 0) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 3 (4x) [10]
Special: No
Talk Off

#11-R Z-95 Gold
Start: Destroyed, 0, 10
Weapons: Normal
Win 1: Destroyed
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#12-R Z-95 Gold
Start: Destroyed, 0, 10
Weapons: Normal
Win 1: Destroyed
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,4
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-R X-W Blue
Start: Destroyed, 0, 11
Weapons: Torps
Win 1: Destroyed
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: <Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#14-R X-W Blue
Start: Destroyed, 0, 12
Weapons: Missiles
Win 1: Destroyed
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#15-R X-W Red
Start: Destroyed, 0, 23
Weapons: Torps
Win 1: 0
O1: 8 (Crv, 1) [10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Destroyed, 3900
O3: 2 (0:00) [10]
Special: No
Talk Off

#16-R X-W Gold
Start: Destroyed, 0, 23
Weapons: Torps
Win 1: 0
O1: 8 (Crv, 1) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 3,3 [0:10]
Form: Vic
Bonus: Destroyed, 5200
O3: 2 (0:00) [10]
Special: No
Talk Off

#17-R B-W Blue
Start: Destroyed, 0:25, 13
Weapons: Torps
Win 1: Destroyed
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#18-R B-W Blue
Start: Destroyed, 0:25, 14
Weapons: Torps
Win 1: Destroyed
O1: 8 (1)[10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#19-R B-W Red
Start: Destroyed, 0:25, 25
Weapons: Torps
Win 1: 0
O1: 8 (Crv, 1)[10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Destroyed, 3900
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-R A-W Gold
Start: Destroyed, 0:50, 17
Weapons: 1/2 Mis, Torps
Win 1: Destroyed
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#21-R A-W Gold
Start: Destroyed, 0:50, 18
Weapons: 1/2 Mis, Torps
Win 1: Destroyed
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#22-R Z-95 Red
Start: Destroyed, 2:30, 20
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,4
Form: Line Abrst
Bonus: Destroyed, 1300
O3: 2 (0:00) [10]
Special: No
Talk Off

#23-R Z-95 Blue
Start: Created, 1:40, 8
Weapons: Missiles
Win 1: 0
O1: 8 [10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 1,3
Form: Line Abrst
Bonus: Destroyed, 1300
O3: 2 (0:00) [10]
Special: No
Talk Off

#24-R A-W Blue
Start: Destroyed, 0:25, 22
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,6
Form: Vic
Bonus: Destroyed, 2600
O3: 2 (0:00) [10]
Special: No
Talk Off

#25-R A-W Red
Start: Created, 0:25, 8
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: Destroyed, 2600
O3: 2 (0:00) [10]
Special: No
Talk Off

#26-R A-W Gold
Start: Created, 1:15, 8
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 9,3
Form: Vic
Bonus: Destroyed, 5200
O3: 2 (0:00) [10]
Special: No
Talk Off

#27-R SHU Movn (Officers)
Start: Destroyed, 0, 7
Weapons: Normal
Win 1: 0
O1: 3 (1x) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 21 (0:15) [10]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: Destroyed, 5200
O3: 2 (0:00) [10]
Special: No
Talk Off

#28-R TRN Jupit (Officers)
Start: Destroyed, 0, 8
Weapons: Normal
Win 1: 0
O1: 3 (1x) [10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 21 (0:15) [10]
Difficulty: All
Waves: 0,2
Form: Line Ast
Bonus: Destroyed, 5200
O3: 2 (0:00) [10]
Special: No
Talk Off

Historical Gunboat Mission 4

***#1-I** GUN Tau [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 11 (6, Position 0, 0) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#2-I GUN Nu
Start: Reinforced, 1:15, 1
Weapons: Missiles
Win 1: 0
O1: 8 (12) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: <Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#3-I GUN Mu
Start: Reinforced, 2:15, 1
Weapons: Missiles
Win 1: 0
O1: 8 (10) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#4-I GUN Sigma
Start: Destroyed, 3:40, 2, 3
Weapons: Missiles
Win 1: 0
O1: 11 (6, Position 5, 0) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#5-I BUOY NB-Z6
Start: **Stop:**
Weapons:
Win 1:
O1:
Mother:
Waves:
AI:
Win2:
O2:
Difficulty:
Special:
Form:
Bonus:
O3:

#6-I FRT Rugle
Start: Always, 0, 1
Weapons: Normal
Win 1: Miss Com
O1: 4 (Rebel, 1x) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#7-R FRG Dodger
Start: Always, 2:05, 1
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 22 (3:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 3900
O3: 27 (Imperial, 1) [10]
Special: No
Talk Off

#8-R Y-W Red
Start: Created, 4:00, 7
Weapons: Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#9-R Y-W Red
Start: Created, 4:00, 7
Weapons: Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 7
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#10-R Z-95 Gold
Start: Created, 2:00, 7
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,2 [0:15]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#11-R Z-95 Gold
Start: Created, 2:00, 7
Weapons: Missiles
Win 1: 0
O1: 8 (1) [8]
Mother: 7
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1 [0:15]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#12-R X-W Blue
Start: Created, 9:00, 7
Weapons: Missiles
Win 1: 0
O1: 8 (6) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1, Imperial) [10]
Difficulty: Med
Waves: 0,2 [0:10]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-R X-W Blue
Start: Created, 9:00, 7
Weapons: Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1, Imperial) [10]
Difficulty: Hard
Waves: 0,4 [0:10]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#14-R X-W Blue
Start: Created, 9:00, 7
Weapons: Normal
Win 1: 0
O1: 8 (6) [8]
Mother: 7
Stop: None
AI: Officer
Win2: 0
O2: 8 (1, Imperial) [10]
Difficulty: Easy
Waves: 0,1 [0:10]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#15-R B-W Gold
Start: Created, 13:00, 7
Weapons: Torps
Win 1: 0
O1: 8 (6, Imperial) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#16-R B-W Gold
Start: Created, 13:00, 7
Weapons: Torps
Win 1: 0
O1: 8 (6, Imperial) [8]
Mother: 7
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#17-R A-W Gold
Start: Created, 0:50, 7
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#18-R A-W Gold
Start: Created, 0:50, 7
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 7
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#19-R Z-95 Blue
Start: Created, 11:00, 7
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,4
Form: Line Abrst
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-R Z-95 Blue
Start: Created, 11:00, 7
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [8]
Mother: 7
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#21-R A-W Red
Start: Created, 6:00, 7
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#22-R A-W Red
Start: Created, 6:00, 7
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [8]
Mother: 7
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#23-R SHU Leap (Officers)
Start: Destroyed, 0, 7
Weapons: Normal
Win 1: 0
O1: 3 (1x) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 21 (0:15) [10]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: Destroyed, 500
O3: 2 (0:00) [10]
Special: No
Talk Off

Historical Advanced Mission 2

***#1-I** T/A Alpha [2]
Start: Always, 0, 1
Weapons: Heavy Torps
Win 1: 0
O1: 8 (3, 13, A-W, X-W) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 8 (8, 9, Fighter, 4) [10]
Difficulty: All
Waves: 0,6
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: 2
Talk Off

#2-I T/A Beta
Start: Always, 0:25, 1
Weapons: Missiles
Win 1: 0
O1: 8 (8, 9, A-W, X-W) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 8 (3, 13, Fighter, 4) [10]
Difficulty: All
Waves: 0,6
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#3-R **FRG Inamo**
Start: Always, 0, 1
Weapons: Missiles
Win 1: Destroyed
O1: 27 (T/A, GNP, 1) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 24 (0:00) [1]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-R TRN Mule 1
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 14 (Con, 0:40, 1x) [10]
Mother: 3
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 100
O3: 1 [0]
Special: No
Talk Off

#5-I T/A Rho
Start: Reinforced, 0:00, 5; Destroyed, 1, 2
Weapons: Adv Torps
Win 1: 0
O1: 8 (Rebel) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk Off

#6-I T/A Rho
Start: Destroyed, 0, 5
Weapons: Adv Torps
Win 1: 0
O1: 8 (Rebel) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk Off

#7-I T/A Rho
Start: Destroyed, 0, 6
Weapons: Adv Missiles
Win 1: 0
O1: 8 (Rebel) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk Off

#8-R CN/D3 Pi (Supplies)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-R CN/D3 Chi (Supplies)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-I CN/D3 Xi (Supplies)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-I Buoy NB-73
Start: **Stop:**
Weapons:
Win 1: **Win2:**
O1: **O2:**
Mother:
Waves:
AI:
Bonus:
O3:
Difficulty:
Special:
Form:
Loss:

#12-I Planet
Start: **Stop:**
Weapons:
Win 1: **Win2:**
O1: **O2:**
Mother:
Waves:
AI:
Bonus:
O3:
Difficulty:
Special:
Form:
Loss:

#13-R CAL Ardent
Start: Destroyed, 0, Con3, 3
Weapons: Normal
Win 1: 0
O1: 33 (Con, 13, 0:00) [2]
Mother: None
Stop: Shields Out
AI: Ace
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-R SHU Argus (Officers)
Start: Destroyed, 0, 13
Weapons: Normal
Win 1: 0
O1: 33 (Con, 13, X-W, B-W, 0:00) [2]
Mother: 13
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 3000
O3: 1 [0]
Special: No
Talk Off

#15-R X-W Red
Start: Attacked, 2:55, 3
Weapons: Normal
Win 1: 0
O1: 8 (T/A, GNP, 1) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 8 (GPlayer) [10]
Special: No
Talk Off

#16-R Z-95 Tiger
Start: Created, 1:40, 13
Weapons: Normal
Win 1: 0
O1: 8 (2, 1) [10]
Mother: 13
Stop: Shields Out
AI: Ace
Win2: 0
O2: 8 (T/F, GNP) [10]
Difficulty: All
Waves: 0,4
Form: Dbl Ast
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#17-R Z-95 Shark
Start: Created, 2:30, 16
Weapons: Normal
Win 1: 0
O1: 8 (2, 1) [10]
Mother: 13
Stop: Shields Out
AI: Ace
Win2: 0
O2: 8 (T/F, GNP) [10]
Difficulty: All
Waves: 0,4
Form: Dbl Ast
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#18-R Z-95 Demon
Start: Destroyed, 0, Fighter
Weapons: Normal
Win 1: 0
O1: 8 (2, 1) [10]
Mother: 13
Stop: Shields Out
AI: Ace
Win2: 0
O2: 8 (T/F, GNP) [10]
Difficulty: All
Waves: 0,4
Form: Dbl Ast
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#19-R A-W Gold
Start: Destroyed, 0, Fighter
Weapons: Missiles
Win 1: 0
O1: 8 (T/A) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,6
Form: Diamond
Bonus: Destroyed, 2000
O3: 1 [10]
Special: No
Talk Off

#20-R A-W Blue
Start: Destroyed, 0, 19
Weapons: Missiles
Win 1: 0
O1: 8 (T/A) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,6
Form: Diamond
Bonus: Destroyed, 2000
O3: 1 [10]
Special: No
Talk Off

Historical Advanced Mission 3

***#1-I** T/A Alpha [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (19, 11) [10]
Mother: 1
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, 21) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 (Rebel) [10]
Special: No
Talk Off

#2-I T/B Theta
Start: Destroyed, 0, 11-18
Weapons: Torps
Win 1: 0
O1: 3 (1x) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Con, Frt) [9]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [6]
Special: No
Talk Off

#3-I TRN Sigma (Staff)
Start: Capture, 0, 6
Weapons: Torps
Win 1: 0
O1: 2 (0:00) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [9]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#4-I T/I Beta
Start: Created, 0:00, 7
Weapons: Normal
Win 1: 0
O1: 11 (7, Position 7, 1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I T/I Gamma
Start: Attacked, 0:25, 7
Weapons: Normal
Win 1: 0
O1: 11 (7, Position 7, 1) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I FRG Lightning
Start: Always, 0
Weapons: Normal
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (0:25) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I ISD Calvary
Start: Destroyed, 0:50, 6
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (20:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I T/B Zeta
Start: Attacked, 0:50, 7
Weapons: Missiles
Win 1: 0
O1: 11 (7, Position 4, 0) [3]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I T/B Eta
Start: Attacked, 0:25, 6
Weapons: Missiles
Win 1: 0
O1: 11 (6, Position 1, 0) [3]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 2,6
Form: Vic
Bonus: 0
O3: 2 (0:05) [7]
Special: No
Talk Off

#10-I GUN Tau
Start: Reinforced, 0:25
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, Y-W, Fighter, X-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 2,2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#11-R A-W Red
Start: Always, 0
Weapons: Missiles
Win 1: Destroyed
O1: 7 (1, 1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: >Easy
Waves: 0,2
Form: Ech Left
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#12-R A-W Red
Start: Always, 0
Weapons: Missiles
Win 1: Destroyed
O1: 7 (1, 1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: Easy
Waves: 0,1
Form: Ech Left
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#13-R A-W Red
Start: Always, 0
Weapons: Missiles
Win 1: Destroyed
O1: 3 (0x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: All
Waves: 0,2
Form: Ech Right
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#14-R B-W Red
Start: Always, 0
Weapons: Missiles
Win 1: Destroyed
O1: 7 (1, 1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: >Easy
Waves: 0,2
Form: Ech Left
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#15-R B-W Blue
Start: Always, 0
Weapons: Missiles
Win 1: Destroyed
O1: 21 (0:20) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: Hard
Waves: 0,2
Form: Ech Left
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#16-R B-W Blue
Start: Always, 0
Weapons: Missiles
Win 1: Destroyed
O1: 7 (1, 1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: Easy
Waves: 0,1
Form: Ech Left
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#17-R X-W Gold
Start: Always, 0
Weapons: Torps
Win 1: Destroyed
O1: 7 (1, 1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: >Easy
Waves: 0,2
Form: Ech Right
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#18-R X-W Gold
Start: Always, 0
Weapons: Torps
Win 1: Destroyed
O1: 7 (1, 1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (2, 1) [10]
Difficulty: Easy
Waves: 0,3
Form: Ech Right
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#19-R TRN Trole
Start: Always, 0
Weapons: Normal
Win 1: Destroyed
O1: 21 (4:20) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 4 (15x) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 2 (2:10) [10]
Special: No
Talk Off

#20-R TUG Toone
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 13 (1, 0:05, 1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 13 (11, 21, 0:05, 1x) [10]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: 0
O3: 13 (13, 0:00, 1x) [10]
Special: No
Talk Off

#21-R Y-W Gold
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 7 (20, 1x) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: >Easy
Waves: 0,2
Form: Ech Right
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#22-R Y-W Gold
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 7 (20, 1x) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: Easy
Waves: 0,1
Form: Ech Right
Bonus: 0
O3: 8 (Imperial) [10]
Special: No
Talk Off

#23-R CON Retuna (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: ID'd, 250
O3: 1 [0]
Special: Random
Talk Off

#24-R CON Reyue (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: ID'd, 200
O3: 1 [0]
Special: Random
Talk Off

#25-R CON Garble (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: ID'd, 250
O3: 1 [0]
Special: Random
Talk Off

#26-R CARG Juble (Crew0
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (2x) [4]
Difficulty: >Easy
Waves: 0,2
Form: Stacked
Bonus: Destroyed, 500
O3: 23 (1x) [10]
Special: Random
Talk Off

Historical Advanced Mission 4

***#1-I** T/A Alpha [1]
Start: Always, 0, 1
Weapons: 2xM, Torps, Adv Mis
Win 1: 0
O1: 8 (Neut2, Rebel) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Neut2) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 (Rebel, Neut2) [10]
Special: No
Talk Off

#2-I T/F Gamma
Start: Always, 0:50, 2, 3
Weapons: Normal
Win 1: 0
O1: 8 (Y-W) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#3-I T/I Beta
Start: Always, 0, 4
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, A-W) [10]
Mother: 5
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neut2, Rebel [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#4-I T/B Zeta
Start: Created, 0:50, 14
Weapons: Torps
Win 1: 0
O1: 8 (14, 16, 15) [10]
Mother: 5
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebel, Neut2) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#5-I FRG Laantis
Start: Always, 0, 1
Weapons: Missiles
Win 1: Survive
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 7 (20, 1x) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 24 (0:40) [3]
Special: No
Talk Off

#6-I ISD Blackstar
Start: Destroyed, 1:40, 5
Weapons: Normal
Win 1: 0
O1: 22 (0:45) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:00) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [3]
Special: No
Talk Off

#7-I T/B Theta
Start: Attacked, 0:25, 6
Weapons: Missiles
Win 1: 0
O1: 11 (6, Position 18, 0) [9]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Neut2) [10]
Difficulty: All
Waves: 9,6
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#8-R X-W Red
Start: Always, 3:20
Weapons: Missiles
Win 1: 0
O1: 8 (2, 3) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (1) [10]
Difficulty: Med
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#9-R X-W Red
Start: Always, 3:20
Weapons: Missiles
Win 1: 0
O1: 8 (2, 3) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (1) [10]
Difficulty: Easy
Waves: 0,1 [0:10]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#10-R X-W Red
Start: Always, 3:20
Weapons: Missiles
Win 1: 0
O1: 8 (2, 3) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0,3 [0:10]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#11-R Y-W Gold
Start: Always, 2:55
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Med
Waves: 0,2 [1:15]
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#12-R Y-W Gold
Start: Always, 2:55
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3 [1:15]
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-R Y-W Gold
Start: Always, 2:55
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1 [1:15]
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#14-N CRV Glaser
Start: Destroyed, 0, Rebel
Weapons: Normal
Win 1: 0
O1: 27 (5) [2]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 500
O3: 1 [10]
Special: No
Talk Off

#15-N CRV Chiller
Start: Destroyed, 0, Rebel
Weapons: Normal
Win 1: 0
O1: 27 (5) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: Destroyed, 500
O3: 1 [10]
Special: No
Talk Off

#16-N CRV Spartzen
Start: Destroyed, 0, Rebel
Weapons: Normal
Win 1: 0
O1: 27 (5) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: Hard
Waves: 0,1
Form: Vic
Bonus: Destroyed, 500
O3: 1 [10]
Special: No
Talk Off

#17-R B-W Blue
Start: Always, 4:10
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Veteran
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Med
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#18-R B-W Blue
Start: Always, 4:10
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Veteran
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#19-R B-W Blue
Start: Always, 4:10
Weapons: Torps
Win 1: 0
O1: 8 (5) [1]
Mother: None
Stop: None
AI: Veteran
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-I FRT Rasvin (Hyperdrive)
Start: Always, 0:50
Weapons: Normal
Win 1: Boards/Docks
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 13 (5, 1:00, 1x) [2]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#21-R A-W Blue
Start: Always, 3:45
Weapons: Missiles
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Med
Waves: 0,2 [0:30]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#22-R A-W Blue
Start: Always, 3:45
Weapons: Missiles
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3 [0:30]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#23-R A-W Blue
Start: Always, 3:45
Weapons: Missiles
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Veteran
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1 [0:30]
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#24-N Y-W Blue
Start: Created, 0, 14
Weapons: Torps
Win 1: 0
O1: 8 (Frt) [9]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (T/I) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#25-N Y-W Blue
Start: Created, 1:15, 15
Weapons: Torps
Win 1: 0
O1: 8 (Frt) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: Destroyed
O2: 8 (T/B) [10]
Difficulty: Med
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#26-R SHU Silver
Start: Destroyed, 0:50, A-W
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: Destroyed
O2: 2 (0:00) [9]
Difficulty: Med
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#27-R SHU Jackal
Start: Destroyed, 0:50, A-W
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: Destroyed
O2: 2 (0:00) [9]
Difficulty: Med
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#28-R SHU Silver
Start: Destroyed, 0:50, 23
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: Destroyed
O2: 2 (0:00) [9]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#29-R TRN Logan
Start: Destroyed, 1:40, 17
Weapons: Torps
Win 1: 0
O1: 12 (5) [9]
Mother: None
Stop: None
AI: Veteran
Win2: Destroyed
O2: 8 (5) [9]
Difficulty: Med
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#30-R TRN Logan
Start: Destroyed, 1:40, 18
Weapons: Torps
Win 1: 0
O1: 12 (5, 32) [9]
Mother: None
Stop: None
AI: Veteran
Win2: Destroyed
O2: 8 (5) [9]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#31-R TRN Logan 1
Start: Destroyed, 1:40, 19
Weapons: Torps
Win 1: 0
O1: 12 (5, 32) [9]
Mother: None
Stop: None
AI: Veteran
Win2: Destroyed
O2: 8 (5) [9]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#32-N Y-W Red
Start: Attacked, 1;15, 16
Weapons: Torps
Win 1: 0
O1: 12 (5) [9]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (10) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#33-N Y-W Scarlet
Start: Destroyed, 0, 32
Weapons: Torps
Win 1: 0
O1: 12 (5) [9]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 8 (5) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#34-N Asteroid

Historical Defender Mission 2

***#1-I** T/D Delta 1 [1]
Start: Always, 0, 1
Weapons: Adv Mis & Tract Wpns
Win 1: 0
O1: 8 [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Fighter, 17, B-W, A-W) [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: 0
O3: 8 (X-W, Y-W, Frt) [0]
Special: 1
Talk Off

#2-I T/A Alpha
Start: Always, 0, 1
Weapons: Adv.Missiles
Win 1: 0
O1: 8 (Shu, A-W, 18, GBoarded) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (14, Y-W) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I T/A Gamma
Start: Always, 0, 1
Weapons: Adv Torps
Win 1: 0
O1: 8 (Shu, A-W, 18, GBoarded) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (14, Y-W) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4-I T/A Delta
Start: Created, 2:05, 9, 3
Weapons: Adv Torps
Win 1: 0
O1: 8 (Shu, A-W, 18, GBoarded) [10]
Mother: 9
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 8 (14, Y-W) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#5-I T/A Zeta
Start: Destroyed, 2:05, 4, 9
Weapons: Adv Missiles
Win 1: 0
O1: 8 (Shu, A-W, 18, GBoarded) [10]
Mother: 9
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 8 (14, Y-W) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#6-I T/B Beta
Start: Destroyed, 2:05, 4, 9
Weapons: Adv Missiles
Win 1: 0
O1: 8 (Y-W, A-W) [10]
Mother: 9
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#7-I ATR Sen 1 (Troopers)
Start: Disabled, 2:30, 5
Weapons: Heavy Tps & Jam Wps
Win 1: 0
O1: 16 (19, 20, 24, 0:40, 3x) [10]
Mother: None
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 12 (14) [10]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#8-I ATR Sen 2 (Troopers)
Start: Created, 3:45, 9
Weapons: Heavy Tps & Jam Wps
Win 1: 0
O1: 12 (14) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 16 (14, 0:50, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#9-I ISD Glory
Start: Was Boarded, 2:30, 19, 20
Weapons: Normal
Win 1: 0
O1: 28 (14) [10]
Mother: None
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 24 (7:00) [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 29 [0]
Special: No
Talk Off

#10-I HLF Recovery
Start: Created, 0:50, 9; Disabled, 30
Weapons: Normal
Win 1: 0
O1: 19 (30, 0:05, 1x) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#11-I GUN Rho (Assist)
Start: Destroyed, 0, 1-6; Reinforced, 1
Weapons: Adv Missiles
Win 1: 0
O1: 12 (Trn, B-W, 14) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 8 (Shu, A-W, 18) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#12-I GUN Rho (Assist)
Start: Destroyed, 0, 11
Weapons: Adv Missiles
Win 1: 0
O1: 12 (Trn, B-W, 14) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 8 (Shu, A-W, 18) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#13-I GUN Rho (Assist)
Start: Destroyed, 0, 12
Weapons: Adv Missiles
Win 1: 0
O1: 12 (Trn, B-W, 14) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 8 (Shu, A-W, 18) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#14-N PLT AZ 77 (Repair)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 33 (14 - 30, 0:00) [0]
Mother: None
Stop: Shields Out
AI: Officer
Win2: Disabled
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Captured, 1000
O3: 1 [0]
Special: No
Talk Off

#15-N CN/E Xi (Fuel)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-N CN/D Psi (Food)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-N SHU Poltroon (Repair Crew)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:15) [0]
Mother: None
Stop: Shields Out
AI: Officer
Win2: 0
O2: 13 (18, 0:45, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 100
O3: 13 (29, 1:10, 1x) [10]
Special: No
Talk Off

#18-N PTRL Nemzet
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 6 (1x) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1, T/A, Gun, Trn) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-N CORT Lin
Start: Always, 0, 1
Weapons: Normal
Win 1: Disabled
O1: 21 (0:35) [0]
Mother: None
Stop: Shields Out
AI: Officer
Win2: 0
O2: 3 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: Captured, 500
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-N CORT Kaar (Rebel Spy)
Start: Attacked, 4:10, 24
Weapons: Normal
Win 1: Disabled
O1: 4 (1x) [10]
Mother: 14
Stop: Shields Out
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: Captured, 500
O3: 1 [0]
Special: No
Talk Off

#21-R A-W Rogue
Start: Attacked, 3:45, 24
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 14
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-R A-W Gold
Start: Destroyed, 3:05, 21
Weapons: Missiles
Win 1: 0
O1: 8 (1, T/A) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Line Abrst
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#23-R Y-W Blue
Start: Created, 3:05, 9
Weapons: Torps
Win 1: 0
O1: 8 (9, 1) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Fing Four
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#24-N CORT Ko (Smugglers)
Start: Always, 3:30, 1
Weapons: Normal
Win 1: Disabled
O1: 3 (1, T/B, T/I, Gun, 1x) [10]
Mother: None
Stop: Shields Out
AI: Veteran
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Captured, 500
O3: 1 [0]
Special: No
Talk Off

#25-N Y-W Thunder
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 6 (0x) [0]
Mother: 24
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-N E/S Sague 1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1, T/A, Gun, Trn) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-N E/S Sague 2
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1, T/A, Gun, Trn) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#28-N E/S Sague 3
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1, T/A, Gun, Trn) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#29-N FRT Renspecs (False Hold)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 6 (1x) [0]
Mother: None
Stop: None
AI: Novice
Win2: ID'd
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 100
O3: 1 [0]
Special: No
Talk Off

#30-R B-W Scarlet 4
Start: ID'd or Was Boarded, 0:25, 29
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [10]
Mother: 29
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Captured, 1000
O3: 1 [0]
Special: No
Talk Off

Historical Defender Mission 3

***#1-I** T/D Alpha 1 [1]
Start: Always, 0, 1
Weapons: Mis & Tract Wpns
Win 1: 0
O1: 12 (Special) [10]
Mother: 1
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#2-I TRN Omega 1
Start: ID'd, 0:25, 19
Weapons: Torps
Win 1: 0
O1: 12 (19, GSC) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 16 (GSC, 19, 0:25, 1x) [9]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:10) [10]
Special: No
Talk Off

#3-I T/I Beta
Start: Created, 1:15, 5
Weapons: Missiles
Win 1: 0
O1: 8 (8, 10, 11, 14) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-I T/I Gamma
Start: Destroyed, 0:25, 3
Weapons: Missiles
Win 1: 0
O1: 8 (8, 10, 11, 14) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I INT Elite
Start: Reinforced, 0:50
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 20:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I T/I Delta
Start: Created, 0:50, 5
Weapons: Missiles
Win 1: 0
O1: 8 (8, 10, 11, 14) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-N CRV Slasher
Start: Captured, 3:45, 19
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (0:20) [0]
Difficulty: Hard
Waves: 4,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#8-R A-W Red 1
Start: ID'd, 1:15, 17
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: Destroyed, 200
O3: 8 (Imperial) [10]
Special: No
Talk Off

#9-N CRV Red (Crew)
Start: Always, 5:20
Weapons: Missiles
Win 1: ID'd
O1: 23 (1x) [5]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 22 (0:20) [10]
Difficulty: >Easy
Waves: 0,2
Form: Ech Right
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#10-R B-W Blue
Start: ID'd, 0:00, 18
Weapons: Torps
Win 1: 0
O1: 8 (Imperial, 5) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,2
Form: Ech Left
Bonus: Destroyed, 400
O3: 8 (Imperial) [10]
Special: No
Talk Off

#11-R X-W Gold
Start: ID'd, 0:00, 19
Weapons: Torps
Win 1: 0
O1: 8 (Imperial, 5) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,2
Form: Ech Right
Bonus: Destroyed, 500
O3: 8 (Imperial) [10]
Special: No
Talk Off

#12-N CORT hatch (Equipment)
Start: Always, 4:05
Weapons: Normal
Win 1: ID'd
O1: 23 (1x) [5]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 22 (0:15) [0]
Difficulty: >Easy
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 2 (0:25) [10]
Special: No
Talk Off

#13-N CTRNS Olumpa (Foodstuff)
Start: Always, 2:00
Weapons: Normal
Win 1: ID'd
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 22 (0:20) [0]
Difficulty: >Easy
Waves: 0,2
Form: Dbl Ast
Bonus: 0
O3: 2 (0:30) [10]
Special: No
Talk Off

#14-R Y-W Gold
Start: Always, 0:00
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0,3
Form: Ech Right
Bonus: Destroyed, 500
O3: 8 (Imperial) [10]
Special: No
Talk Off

#15-N BUOY B-53

#16-N BUOY B-52

#17-N CNVYR Trawler (Foodstuff)
Start: Always, 0:25, 1
Weapons: Normal
Win 1: ID'd
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 22 (0:25) [10]
Difficulty: All
Waves: 0,2
Form: Stacked
Bonus: 0
O3: 2 (0:25) [7]
Special: No
Talk Off

#18-N CNVYR Switch (Supplies)
Start: Always, 3:20
Weapons: Normal
Win 1: ID'd
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 22 (0:15) [4]
Difficulty: All
Waves: 0,2
Form: Stacked
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#19-N CARG Juble (Supplies, Rebels)
Start: Always, 3:30
Weapons: Normal
Win 1: ID'd
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: Captured, Special
O2: 22 (0:25) [0]
Difficulty: All
Waves: 0,2
Form: Diamond
Bonus: 0
O3: 2 (0:05) [10]
Special: 2
Talk Off

Historical Defender Mission 4

***#1-I** T/D Alpha [2]
Start: Always, 0, 1
Weapons: 1/2 Mis, Torps, Hv Bmbs, Tract Wpns
Win 1: 0
O1: 12 (Esc) [10]
Mother: 4
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (3, 2) [10]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: 0
O3: 11 (4, Position 1, 0) [0]
Special: 2
Talk Off

#2-I T/F Gamma
Start: Attacked, 0, 4
Weapons: Normal
Win 1: 0
O1: 8 (Rebel, Fighter) [10]
Mother: 4
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 2,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I T/F Beta
Start: Attacked, 0:25, 5
Weapons: Normal
Win 1: 0
O1: 8 (Rebel, Fighter) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 2,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4-I M/CRV Burke
Start: Always, 0, 4
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 33 (2:10) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#5-I M/CRV James
Start: Destroyed, 0:25, 4
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 33 (1:10) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I ISD Punisher
Start: Destroyed, 1:40, 5
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 20:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, -6400
O3: 1 [0]
Special: No
Talk Off

#7-I T/B Zeta
Start: Attacked, 1:40, 6
Weapons: Missiles
Win 1: 0
O1: 11 (8, Position 9, 0) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I T/B Eta
Start: Attacked, 0, 6
Weapons: Missiles
Win 1: 0
O1: 11 (6, Position 7, 0) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [0]
Difficulty: All
Waves: 4,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I INT Suelu
Start: Disabled, 1:15, 26
Weapons: Missiles
Win 1: 0
O1: 16 (26, 0:30, 1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 27 (Rebel) [10]
Difficulty: All
Waves: 4,1
Form: Ech Right
Bonus: Destroyed, -2000
O3: 11 (26, Position 1, 0) [10]
Special: No
Talk Off

#10-R A-W Red
Start: Created, 1:15, 18
Weapons: Missiles
Win 1: 0
O1: 8 (1) [7]
Mother: 18
Stop: None
AI: Novice
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: Destroyed, 500
O3: 2 (0:05) [10]
Special: No
Talk Off

#11-R A-W Red
Start: Created, 1:15, 18
Weapons: Missiles
Win 1: 0
O1: 8 (1) [7]
Mother: 18
Stop: None
AI: Novice
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,2
Form: Vic
Bonus: Destroyed, 500
O3: 2 (0:05) [10]
Special: No
Talk Off

#12-R X-W Blue
Start: Destroyed, 0:25, 10
Weapons: Torps
Win 1: 0
O1: 8 (1) [7]
Mother: 18
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [7]
Difficulty: Easy
Waves: 1,1
Form: Vic
Bonus: Destroyed, 1200
O3: 2 (0:05) [10]
Special: No
Talk Off

#13-R X-W Blue
Start: Destroyed, 0:25, 11
Weapons: Torps
Win 1: 0
O1: 8 (1) [7]
Mother: 18
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [7]
Difficulty: >Easy
Waves: 1,3
Form: Vic
Bonus: Destroyed, 1200
O3: 2 (0:05) [10]
Special: No
Talk Off

#14-R A-W Gold
Start: Destroyed, 0:00, 12
Weapons: Missiles
Win 1: 0
O1: 8 (1) [8]
Mother: 18
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: Destroyed, 2000
O3: 2 (0:05) [10]
Special: No
Talk Off

#15-R A-W Gold
Start: Destroyed, 0:00, 13
Weapons: Missiles
Win 1: 0
O1: 8 (1) [8]
Mother: 18
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: Destroyed, 2000
O3: 2 (0:05) [10]
Special: No
Talk Off

#16-R B-W Red
Start: Destroyed, 0:50, 14
Weapons: Torps
Win 1: 0
O1: 8 (1) [10]
Mother: 18
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: Destroyed, 5700
O3: 2 (0:05) [9]
Special: No
Talk Off

#17-R B-W Red
Start: Destroyed, 0:50, 14
Weapons: Torps
Win 1: 0
O1: 8 (1) [10]
Mother: 18
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: Destroyed, 5700
O3: 2 (0:05) [9]
Special: No
Talk Off

#18-R FRG Egale
Start: Destroyed, 1:25, 28
Weapons: Normal
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 27 (4, 5) [0]
Difficulty: All
Waves: 0,1
Form: Stacked
Bonus: Destroyed, 6000
O3: 23 (2x) [3]
Special: No
Talk Off

#19-I GUN Nu
Start: Attacked, 0:25, 5
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (X-W, A-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (10-18, 22-30) [10]
Difficulty: All
Waves: 3,2
Form: Vic
Bonus: 0
O3: 11 (5, Position 6, 0) [9]
Special: No
Talk Off

#20-I GUN Mu
Start: Reinforced, 0:50
Weapons: 2xM, Torps, Mis
Win 1: 0
O1: 12 (Esc) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (27, 28) [10]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk On

#21-I TRN Down
Start: Reinforced, 0:50
Weapons: 2xM, Torps, Mis
Win 1: 0
O1: 13 (1, GSC, 0:15, 3x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 4 (10-18, 6x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk On

#22-R X-W Red
Start: Destroyed, 2:05, 18, Crv
Weapons: Torps
Win 1: 0
O1: 8 (4) [7]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (10) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

#23-R A-W Gold
Start: Attacked, 2:05, 22
Weapons: Missiles
Win 1: 0
O1: 8 (Player) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

#24-R X-W Blue
Start: Attacked, 1:15, 23; Destroyed, 22
Weapons: Torps
Win 1: 0
O1: 8 (4) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [3]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

#25-R B-W Red
Start: Attacked, 1:15, 23; Destroyed, 22
Weapons: Torps
Win 1: 0
O1: 8 (4, 5) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [3]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:20) [9]
Special: No
Talk Off

#26-R ESC Prowler (B-Ws, X-Ws)
Start: Always, 0
Weapons: 1/2 Mis, Torps
Win 1: Captured , 50%
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Ace
Win2: ID'd
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#27-R CRV Sharky
Start: Disabled, 0:50, 26
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 27 (4, 5) [10]
Difficulty: >Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 23 (1x) [10]
Special: No
Talk Off

#28-R CRV Spear
Start: Disabled, 1:15, 26
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [8]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 27 (4, 5) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 23 (2x) [10]
Special: No
Talk Off

#29-R X-W Blue
Start: Created, 0, 27
Weapons: Normal
Win 1: 0
O1: 8 (1) [8]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 11 (27, Position 2, 1) [10]
Special: No
Talk Off

#30-R X-W Gold
Start: Created, 0, 28
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 11 (27, Position 2, 1) [10]
Special: No
Talk Off

Battle One Missions

Battle 1 Mission 1

***#1-I** T/F Alpha 1 [1]
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (13, 15, 17) [9]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: None
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: None
Special: None
Talk Off

#2-I T/F Beta 1
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (SHU) [9]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebels) [10]
Difficulty: All
Waves: 9, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [9]
Special: None
Talk On

#3-I T/F Gamma 1
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (SHU) [9]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebels) [9]
Difficulty: All
Waves: 9, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/F Delta
Start: Destroyed, 0:25, 2
Weapons: Normal
Win 1: 0
O1: 8 (SHU or Rebel) [9]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 4 (30) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#5-I T/F Theta
Start: Destroyed, 0:25, 3
Weapons: Normal
Win 1: 0
O1: 8 (SHU or Rebel) [9]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 4 (30) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#6-I T/F Delta
Start: Destroyed, 0, 4 or 5
Weapons: Normal
Win 1: 0
O1: 8 (SHU or Rebel) [9]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 4 (30) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#7-I TRN Sigma 1 (Troopers)
Start: ID'd, 0, 10
Weapons: Normal
Win 1: 0
O1: 12 (10) [9]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 16 (special, 0:30, 1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#8-I TRN Sigma 2
Start: ID'd, 0, 10
Weapons: Missiles
Win 1: 0
O1: 12 (special & 10) [9]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 11
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (2:15) [10]
Special: None
Talk Off

#9-I PLT D-34 (T/Fs)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (17) [0]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 27 (17) [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 27 (17) [0]
Special: None
Talk Off

#10-N FRT Onece (food & Rebels)
Start: Always, 0:25, 1
Weapons: Normal
Win 1: Captured (special)
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 21 (0:15) [10]
Difficulty: All
Waves: 0, 5
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: 3
Talk Off

#11-N CORT Yander (food & water)
Start: Disabled, 1:15, 10
Weapons: Normal
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Vet
Win2: ID'd
O2: 22 (0:30) [10]
Difficulty: >Easy
Waves: 0, 3
Form: Echelon Rt
Bonus: 150
O3: 2 (0:00) [8]
Special: Random
Talk Off

#12-N CTRNS Taloos (machinery)
Start: Created, 2:55, 11
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Vet
Win2: ID'd
O2: 22 (0:30) [10]
Difficulty: >Easy
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [8]
Special: Random
Talk Off

#13-R SHU Roe
Start: ID'd, 4:10, 10
Weapons: Normal
Win 1: 0
O1: 8 (Imp T/F) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (9) [9]
Difficulty: <Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [9]
Special: None
Talk Off

#14-R SHU Ravtin
Start: ID'd, 4:10, 10
Weapons: Normal
Win 1: 0
O1: 8 (Imp T/F) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (9) [9]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [9]
Special: None
Talk Off

#15-R SHU Escro
Start: Destroyed, 0:25, 13
Weapons: Normal
Win 1: 0
O1: 8 (Imp T/F) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (9) [9]
Difficulty: <Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [9]
Special: None
Talk Off

#16-R E/S Tough
Start: Destroyed, 0:25, 14
Weapons: Normal
Win 1: 0
O1: 8 (Imp T/F) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (9) [9]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [9]
Special: None
Talk Off

#17-R TRN Glich
Start: Disabled, 3:05, 10
Weapons: 1/2 M, T
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: Hard
Waves: 0, 1
Form: Vic
Bonus: 500 (destroyed)
O3: 2 (0:00) [9]
Special: None
Talk Off

#18-N TRN Dayta (workers & tools)
Start: Always, 0:50, No
Weapons: Normal
Win 1: ID'd
O1: 3 (1x) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 21 (0:25) [0]
Difficulty: All
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [9]
Special: None
Talk Off

Battle 1 Mission 2

***#1-I** T/F Alpha [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Rebel, GNS, Neut2) [9]
Mother: 12
Stop: None
AI: Top Ace
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#2-I T/F Beta
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Rebel, GNS, Neut2) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#3-I T/F Gamma
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Rebel, GNS, Shu) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#4-I T/F Delta
Start: Destroyed, 0, 2
Weapons: Normal
Win 1: 0
O1: 8 (Rebel, GNS, Neut2) [9]
Mother: 12
Stop: None
AI: Ace
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#5-I T/F Eta
Start: Destroyed, 0, 3
Weapons: Normal
Win 1: 0
O1: 8 (Rebel, GNS, Neut2) [9]
Mother: 12
Stop: None
AI: Ace
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#6-I T/F Theta
Start: Destroyed, 0, 5, 4
Weapons: Normal
Win 1: 0
O1: 8 (Neut2, 15, Rebel, GNS) [9]
Mother: 12
Stop: None
AI: Ace
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#7-I TRN Omega (Officers)
Start: Destroyed, 0, 12
Weapons: Normal
Win 1: 0
O1: 8 (Crv, Rebel, GNS) [9]
Mother: 12
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:30) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#8-I TRN Epsilon (Troopers)
Start: Disabled, 0, 17
Weapons: Normal
Win 1: 0
O1: 16 (17, 0:05, 1x) [9]
Mother: 12
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#9-I GUN Nu
Start: Reinforced, 0:25
Weapons: Missiles
Win 1: 0
O1: 8 (Y-W) [10]
Mother: 12
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Shu, GNS) [10]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: Created
O3: 11 (1, Position 3, 0) [10]
Special: No
Talk On

#10-I GUN Rho
Start: ID, 0, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (Shu, GNS, Crv) [10]
Mother: 12
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, GNS) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Created
O3: 11 (1, Position 3, 0) [10]
Special: No
Talk Off

#11-I GUN Mu
Start: ID, 0:25, 17
Weapons: Missiles
Win 1: 0
O1: 12 (17) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Shu,Rebel, GNS) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:15) [10]
Special: No
Talk Off

#12-I PLT D-34
Start: Always, 0, 1
Weapons: Missiles
Win 1: Survive
O1: 22 (21:15) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 22 (21:15) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, -5000
O3: 27 (Neut2, Rebel) [0]
Special: No
Talk Off

#13-R Y-W Gold
Start: Always, 1:15, 1
Weapons: Torps
Win 1: 0
O1: 8 (12) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [9]
Difficulty: All
Waves: 0,5
Form: Line Abrst
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#14-R X-W Blue
Start: Always, 4:25, 1
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (12) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [9]
Difficulty: >Easy
Waves: 0,3
Form: Line Abrst
Bonus: 0
O3: 2 (0:00) [8]
Special: Random
Talk Off

#15-R Y-W Red
Start: Always, 7:50, 1
Weapons: Torps
Win 1: 0
O1: 8 (12) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (12) [10]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 2 (0:00) [8]
Special: Random
Talk Off

#16-R CRV Ubote
Start: Created, 2:05, 24
Weapons: Normal
Win 1: 0
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [8]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: Destroyed, 1300
O3: 1 [10]
Special: No
Talk Off

#17-R SHU Scutz (Officers, Officers)
Start: Always, 5:00
Weapons: Normal
Win 1: 0
O1: 23 (1x) [7]
Mother: None
Stop: None
AI: Veteran
Win2: ID'd
O2: 21 (0;15) [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: Captured, 1000
O3: 2 (0:00) [7]
Special: 1
Talk Off

#18-N Y-W Petdur
Start: Always, 0:25
Weapons: Normal
Win 1: 0
O1: 8 (T/F) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (12) [10]
Difficulty: <Hard
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#19-N Y-W Petdur
Start: Always, 0:25
Weapons: Normal
Win 1: 0
O1: 8 (T/F) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (12) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-N Y-W Laire
Start: Destroyed, 2:30, 18
Weapons: Normal
Win 1: 0
O1: 8 (T/F, GNP) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#21-N Y-W Laire
Start: Destroyed, 2:30, 19
Weapons: Normal
Win 1: 0
O1: 8 (T/F, GNP) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#22-N X-W Derk
Start: Destroyed, 2:30, 20
Weapons: Normal
Win 1: 0
O1: 8 (T/F, GSC) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (12) [10]
Difficulty: Med
Waves: 0,1
Form: Vic
Bonus: 0
O3: 8 (12) [10]
Special: No
Talk Off

#23-N X-W Derk
Start: Destroyed, 2:30, 21
Weapons: Normal
Win 1: 0
O1: 8 (T/F, GSC) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (12) [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 8 (12) [10]
Special: No
Talk Off

#24-I ISD Hammer
Start: Destroyed, 2:55, 15
Weapons: Normal
Win 1: Created
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 22 (17, 0:55) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#25-I T/B Eta
Start: Attacked, 0, 24
Weapons: Missiles
Win 1: 0
O1: 11 (24, Position 1, 0) [9]
Mother: 24
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut2, GNS, Rebel) [10]
Difficulty: All
Waves: 4,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#26-I T/B Iota
Start: Created, 1:15, 16
Weapons: Missiles
Win 1: 0
O1: 8 (Rebel, GNS, Crv) [10]
Mother: 24
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut2, GNS, Rebel) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

Battle 1 Mission 3

***#1-I** T/B Alpha [1]
Start: Always, 0, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (Frt, Rebel) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut2) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#2-I T/B Delta
Start: Reinforced, 0:50, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (Frt, Rebel) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut2) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Created, -1000
O3: 1 [10]
Special: No
Talk On

#3-I T/B Beta
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (Frt, Rebel) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut2, Rebel) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#4-I T/B Theta
Start: Always, 0, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (8, 9, 10, 11) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut2, Rebel) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#5-I T/I Gamma
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (Neut2, Rebel) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#6-I T/I Delta
Start: Destroyed, 0, 5, 7
Weapons: Normal
Win 1: 0
O1: 10 (7, 5) [9]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#7-I FRG Fogger
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 27 (Neut2) [3]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, -2000
O3: 23 (3x) [3]
Special: No
Talk Off

#8-N2 CARG Gallon
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (2:00) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#9-N2 CARG Romold
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (1:00) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [10]
Difficulty: Med
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#10-R CARG Kann (Weapons)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (1:05) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [10]
Difficulty: Med
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#11-R CARG Wess (Weapons)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (1:25) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#12-N TRN Prince (Warheads)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 21 (1:00) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (7) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 8 (1) [10]

#13-R TRN Queen
Start: Disabled, 0:25, GPlayer
Weapons: Normal
Win 1: 0
O1: 16 (1, 0:35, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 2 (0:00) [10]

#14-I TRN Thor
Start: Been Boarded, 0:25, 1; Reinforced
Weapons: Normal
Win 1: 0
O1: 13 (1, GPlayer, 0:15, 2x) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: Created, -1000
O3: 2 (0:00) [10]

#15-R TRN Dawn (Advisors)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 21 (1:05) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (7) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: ID'd, 1000
O3: 8 (1) [10]

#16-N TRN Destion (Warheads)
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 21 (1:15) [0]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (7) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 2 (0:00) [10]

#17-N Y-W Blue
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial, GNP) [10]
Difficulty: >Easy
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 2 (0:00) [10]

#18-N Y-W Red 1
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1, GNP) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 8 (Imperial) [10]

#19-N Y-W Red 2
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1, GNP) [10]
Difficulty: >Easy
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 8 (Imperial) [10]

#20-N Y-W Red 3
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 8 (Imperial, GNP) [10]

#21-N SHU Xesre
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 21 (0:30) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 8 (Imperial) [10]

#22-N SHU Dunns
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 21 (0:10) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1 **Special:** No
Form: Vic Talk Off
Bonus: 0
O3: 8 (Imperial) [10]

#23-N Y-W Blue 6
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial, GNP) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#24-N Y-W Blue 4
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial, GNP) [10]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#25-R B-W Gold
Start: Destroyed, 0:50, Y-W
Weapons: Missiles
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial, GNP) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: Destroyed, 2600
O3: 2 (0:00) [10]
Special: No
Talk Off

#26-R X-W Red
Start: Destroyed, 2:30, B-W
Weapons: Missiles
Win 1: 0
O1: 4 (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial, GNP) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: Destroyed, 2600
O3: 2 (0:00) [10]
Special: No
Talk Off

#27-I ISD Hammer
Start: Destroyed, 0, 7
Weapons: Normal
Win 1: 0
O1: 22 (0:05) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#28-I T/B Eta
Start: Attacked, 0, 27
Weapons: Normal
Win 1: 0
O1: 11 (27, Position 1, 0) [9]
Mother: 27
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut2, Rebel) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

Battle 1 Mission 4

***#1-I** T/I Alpha [1]
Start: Always, 0, 1
Weapons: 2x M, T
Win 1: 0
O1: 8 (17, 18, 19) [9]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (11, 12) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 8 (14) [10]
Special: None
Talk Off

#2-I T/I Iota
Start: Always, 0:50, 1
Weapons: Missiles
Win 1: 0
O1: 8 (12, 18) [9]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 8 (14 or Rebel) [10]
Special: None
Talk On

#3-I T/I Beta
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (19, 17, 15) [3]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 4 (4x) [3]
Difficulty: All
Waves: 3, 2 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [3]
Special: None
Talk On

#4-I T/I Delta
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (14, 15, 17) [9]
Mother: 23
Stop: None
AI: Ace
Win2: 0
O2: 4 (4x) [10]
Difficulty: All
Waves: 3, 2 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#5-I T/B Gamma
Start: Reinforced, 0:25, No
Weapons: Missiles
Win 1: 0
O1: 8 (12, 14, 15) [9]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral or Rebel) [10]
Difficulty: All
Waves: 2, 2 (0:00)
Form: Vic
Bonus: Created -1000
O3: 2 (0:00) [10]
Special: None
Talk On

#6-I T/F Eta
Start: Destroyed, 2:55, 4 & 5
Weapons: Normal
Win 1: 0
O1: 8 (11, 12, 14) [9]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#7-I T/F Theta
Start: Destroyed, 0:25, 5
Weapons: Normal
Win 1: 0
O1: 8 (11, 12, 14) [9]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#8-I TRN Sigma
Start: Always, 7:30, No
Weapons: Normal
Win 1: Boards/Docks [10]
O1: 16 (10, 0:15, 1x) [10]
Mother: 23
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:30) [10]
Difficulty: All
Waves: 0, 1
Form: Line Astern
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#9-I TRN Omega
Start: ID'd, 0:50, 20
Weapons: Normal
Win 1: 0
O1: 12 (20) [10]
Mother: 10
Stop: None
AI: Ace
Win2: 0
O2: 16 (20, 0:30, 1x) [10]
Difficulty: All
Waves: 0, 3
Form: Line Astern
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#10-R PLT D-34
Start: Always, 0, 1
Weapons: Shields off, Damaged
Win 1: Captured
O1: 6 (1x) [0]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 22 (2:10) [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 27 (Rebel or Neutral) [0]
Special: 1
Talk Off

#11-R Y-W Gold
Start: Destroyed, 2:55, 14 or 12
Weapons: Torps
Win 1: 0
O1: 8 (23) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Medium
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#12-R X-W Blue
Start: Always, 3:45, 1
Weapons: Torps
Win 1: 0
O1: 8 (23) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#13-R X-W Red
Start: Always, 3:45, 1
Weapons: Torps
Win 1: 0
O1: 8 (23) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#14-R Y-W Red
Start: Always, 3:20, 1
Weapons: Torps
Win 1: 0
O1: 8 (23) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#15-R A-W Gold
Start: Always, 2:55, 1
Weapons: Normal
Win 1: 0
O1: 8 (T/I or GNP) [8]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (T/F) [10]
Difficulty: All
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 8 (1) [10]
Special: Random
Talk Off

#16-R A-W Red
Start: Always, 2:30, 1
Weapons: Adv. Missiles
Win 1: 0
O1: 8 (T/I or 1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/F) [10]
Difficulty: Hard
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 8 (1) [10]
Special: Random
Talk Off

#17-R E/S Post (Equipment)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 23 (1x) [10]
Mother: 10
Stop: None
AI: Vet
Win2: 0
O2: 8 (23) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-N E/S Claf (Equipment)
Start: Always, 4:10, No
Weapons: Normal
Win 1: 0
O1: 8 (T/F) [10]
Mother: 10
Stop: None
AI: Vet
Win2: 0
O2: 8 (23) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: Destroyed 500
O3: 2 (0:00) [10]
Special: None
Talk Off

#19-R TRN Ginger
Start: Always, 0:50, No
Weapons: Torps
Win 1: 0
O1: 8 (23) [10]
Mother: 10
Stop: None
AI: Vet
Win2: 0
O2: 8 (T/F) [10]
Difficulty: All
Waves: 0, 3
Form: Line Abreast
Bonus: 0
O3: 8 (T/I) [10]
Special: None
Talk Off

#20-R CTRNS Gopher
Start: Always, 0, 12
Weapons: Torps
Win 1: 0
O1: 22 (3:00) [9]
Mother: None
Stop: None
AI: Vet
Win2: ID'd
O2: 29 [10]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: Captured 1000
O3: 1 [10]
Special: 1
Talk Off

#21-I ISD Hammer (Cmdr Flanken)
Start: Destroyed, 0:50, 10
Weapons: Normal
Win 1: 0
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1:05) [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: Created -1000
O3: 29 (0:00) [10]
Special: None
Talk Off

#22-I T/B Eta
Start: Attacked, 0:25, 21
Weapons: Missiles
Win 1: 0
O1: 11 (21) [9]
Mother: 21
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 0, 6
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#23-I FRG Fogger
Start: Always, 0, No
Weapons: Missiles
Win 1: Not Destroyed
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (21:15) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: Destroyed -1000
O3: 22 (21:15) [10]
Special: None
Talk Off

Battle 1 Mission 5

***#1-I** GUN Tau [2]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (B-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#2-I GUN Rho
Start: Reinforced, 0:25, 1
Weapons: Missiles
Win 1: 0
O1: 8 (10, 21) [10]
Mother: None
Stop: Win1 Success
AI: Top Ace
Win2: 0
O2: 8 (mines) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: Created -1000
O3: 8 (Rebel) [10]
Special: None
Talk On

#3-I GUN Pi
Start: Reinforced, 0:25, 1
Weapons: Missiles
Win 1: 0
O1: 8 (10, 21) [10]
Mother: None
Stop: Win1 Success
AI: Top Ace
Win2: 0
O2: 8 (mines) [10]
Difficulty: Easy
Waves: 0, 3
Form: Vic
Bonus: Created -1000
O3: 8 (Rebel) [10]
Special: None
Talk On

#4-I GUN Nu
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (13) [10]
Mother: None
Stop: Win1 Success
AI: Vet
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#5-I GUN Mu
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (11) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#6-I GUN Psi
Start: Always, 5:00, 1
Weapons: Missiles
Win 1: 0
O1: 11 (8) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#7-I GUN Epsilon
Start: Always, 5:00, 1
Weapons: Missiles
Win 1: 0
O1: 11 (8) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#8-I TRN Sigma
Start: Always, 5:00, 1
Weapons: Torps
Win 1: 0
O1: 8 (21) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#9-R CAL Lulsla
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 22 (4:35) [10]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 21 (21:15) [0]
Special: None
Talk Off

#10-R X-W Red
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 8 (Imperial) [10]
Mother: 9
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 8 (Imperial) [10]
Special: None
Talk Off

#11-R B-W Gold
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 8 (1) [10]
Mother: 9
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#12-R B-W Gold
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 8 (1) [10]
Mother: 9
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 4
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#13-R A-W Blue
Start: Always, 0, 1
Weapons: Missiles
Win 1: Destroyed
O1: 8 (Imperial) [10]
Mother: 9
Stop: None
AI: Officer
Win2: 0
O2: 8 (1) [8]
Difficulty: Medium
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [8]
Special: None
Talk Off

#14-R A-W Red
Start: Always, 0, 1
Weapons: Missiles
Win 1: Destroyed
O1: 8 (Imperial) [10]
Mother: 9
Stop: None
AI: Officer
Win2: 0
O2: 8 (1) [8]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [8]
Special: None
Talk Off

#15-R X-W Blue
Start: Win1, 1:40, 9
Weapons: Adv Mis
Win 1: 0
O1: 8 (1) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 3, 5 (0:00)
Form: Vic
Bonus: Destroyed 350
O3: 2 (0:00) [10]
Special: None
Talk Off

#16-R X-W Red
Start: Attacked, 2:30, 9
Weapons: Adv Mis
Win 1: 0
O1: 8 (1) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: Destroyed 350
O3: 2 (0:00) [10]
Special: None
Talk Off

#17-R A-W Gold
Start: Attacked, 0:50, 9
Weapons: Adv. Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 2, 5 (0:00)
Form: Vic
Bonus: Destroyed 350
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-R A-W Yellow
Start: Attacked, 1:00, 9
Weapons: Adv. Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 2, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#19-R TRN Modd
Start: Always, 1:15, 1
Weapons: Normal
Win 1: 0
O1: 20 (23, 0:05) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#20-R TRN Leven
Start: Always, 1:40, 1
Weapons: Normal
Win 1: 0
O1: 20 (24 (or 23), 0:05) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#21-R CN/C C440 (Imp. Probes)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: ID'd
O2: 1 [10]
Difficulty: All
Waves: 0, 3
Form: Line Astern
Bonus: 0
O3: 1 [10]
Special: 2
Talk Off

#22-R SHU Escape (Staff & Corbal)
Start: Capture, 0:50, 9
Weapons: Normal
Win 1: 0
O1: 3 (1x) [10]
Mother: 9
Stop: None
AI: Vet
Win2: 0
O2: 21 (0:15) [10]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: 0
O3: 2 (0:00) [10]
Special: 1
Talk Off

#23-R Mine
Start: Dropped, 0, 19
Weapons: Normal
Win 1: 0
O1: 12 (1) [0]
Mother: 19
Stop: None
AI: Vet
Win2: 0
O2: 12 (Imperial) [0]
Difficulty: All
Waves: 0, 2
Form: Stacked
Bonus: 0
O3: 12 (Imperial) [0]
Special: None
Talk Off

#24-R Mine
Start: Dropped, 0, 20
Weapons: Normal
Win 1: 0
O1: 12 (Imperial) [0]
Mother: 20
Stop: None
AI: Vet
Win2: 0
O2: 12 (Imperial) [0]
Difficulty: All
Waves: 0, 2
Form: Stacked
Bonus: 0
O3: 12 (Imperial) [0]
Special: None
Talk Off

Battle 1 Mission 6

***#1-I** GUN Tau [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (8, 18, 16, 17) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel and GNS) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#2-I GUN Nu
Start: Destroyed, 0, 3
Weapons: Heavy Torps
Win 1: 0
O1: 8 (8) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel and GNS) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#3-I GUN Mu
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (8) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebel and GNS) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I TRN Sigma
Start: Always, 0, 1
Weapons: Heavy Torps
Win 1: 0
O1: 8 (8) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 2, 1 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#5-I TRN Omega
Start: Always, 0, 1
Weapons: Heavy Torps
Win 1: 0
O1: 8 (8) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 2, 1 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#6-I TRN Zack 1
Start: Disabled, 0, 19
Weapons: Normal
Win 1: 0
O1: 16 (19, 0:15, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 2, 1 (0:00)
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk On

#7-I ATR Charity
Start: Reinforced, 1:40, 1
Weapons: Torps
Win 1: 0
O1: 8 (8) [5]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (8 or Rebel & GNS) [3]
Difficulty: All
Waves: 0, 3
Form: Stacked
Bonus: 0
O3: 2 (0:05) [10]
Special: None
Talk On

#8-R CAL Lulsla
Start: Always, 0, 1
Weapons: Missiles
Win 1: Destroyed
O1: 22 (4:35) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [3]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 29 (0:00) [2]
Special: None
Talk Off

#9-R X-W Red
Start: Attacked, 0:25, 8
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 8
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#10-R X-W Red
Start: Attacked, 0:25, 8
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 8
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#11-R Y-W Gold
Start: Attacked, 0:50, 8
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 8
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#12-R Y-W Gold
Start: Attacked, 0:50, 8
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 8
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#13-R A-W Blue 1
Start: Attacked, 0, 8
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 8
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Medium
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#14-R A-W Blue
Start: Attacked, 0, 8
Weapons: 1/2 M, T
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 8
Stop: None
AI: Vet
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 8 (Imperial) [10]
Special: None
Talk Off

#15-R A-W Blue
Start: Destroyed, 2:30, 9 or 10
Weapons: Torps
Win 1: 0
O1: 8 (1) [10]
Mother: 8
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 4
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#16-R TRN Starway (crew)
Start: ID, 0:50, 8
Weapons: Normal
Win 1: 0
O1: 4 (1x) [10]
Mother: 8
Stop: None
AI: Vet
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#17-R TRN Gargon (Officers)
Start: ID, 1:15, 8
Weapons: Normal
Win 1: 0
O1: 4 (1x) [10]
Mother: 8
Stop: None
AI: Vet
Win2: Destroyed
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-R CN/C C440 (Missiles & Imp. Probes)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: 0
Stop: None
AI: Vet
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 3
Form: Line Astern
Bonus: 0
O3: 1 [10]
Special: Random
Talk Off

#19-R SHU Derris (crew & Cmder)
Start: ID'd, 2:05, 8
Weapons: Normal
Win 1: 0
O1: 3 (1x) [10]
Mother: None
Stop: None
AI: Vet
Win2: Disabled (special)
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: Captured 2000
O3: 8 [10]
Special: Random
Talk Off

#20-R MX-A (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 12 (Imperial) [10]
Mother: 16
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: Medium
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

#21-R MX-B (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 12 (Imperial) [10]
Mother: 16
Stop: None
AI: Vet
Win2: 0
O2: 12 [10]
Difficulty: >Easy
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 12 [10]
Special: None
Talk Off

#22-R MX-C (mine)
Start: Always, 0, No
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [0]
Mother: 16
Stop: None
AI: Vet
Win2: 0
O2: 8 [0]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 150
O3: 8 [0]
Special: None
Talk Off

#23-R MX-D (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: >Easy
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

#24-R MX-E (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

#25-R MX-F (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: Hard
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

#26-R RQ-A (mine)
Start: Always, 0, No
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: Hard
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 150
O3: 8 [10]
Special: None
Talk Off

#27-R RQ-B (mine)
Start: Always, 0, No
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 150
O3: 8 [10]
Special: None
Talk Off

#28-R RQ-C (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 12 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: Hard
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

#29-R RQ-D (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 12 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: >Easy
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

#30-R RQ-E (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 12 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

#31-R RQ-F (mine)
Start: Always, 0, No
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: >Easy
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 150
O3: 8 [10]
Special: None
Talk Off

#32-R RQ-G (mine)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 12 (Imperial) [10]
Mother: 17
Stop: None
AI: Vet
Win2: 0
O2: 8 [10]
Difficulty: Hard
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 100% 50
O3: 8 [10]
Special: None
Talk Off

Battle Two Missions

Battle 2 Mission 1

***#1-I** T/F Alpha [2]
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 3 (1x) [2]
Mother: 11
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (Y-W or Fighter) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 10 (12, 13, 11) [10]
Special: No
Talk On

#2-I T/F Eta
Start: Always, 0:25, 1
Weapons: Normal
Win 1: 0
O1: 8 (Fighter or Y-W) [10]
Mother: 11
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 10 (12, 11) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I T/F Eta
Start: Destroyed, 0:25, 2
Weapons: Normal
Win 1: 0
O1: 8 (Fighter or Y-W) [10]
Mother: 11
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 10 (12, 11) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4-I T/B Beta
Start: Always, 2:30, 1
Weapons: Torps
Win 1: 0
O1: 8 (17,23,22,21) [10]
Mother: 11
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#5-I T/B Beta
Start: Mission Complete, 1:40,4
Weapons: Torps
Win 1: 0
O1: 8 (17,23,22,21) [10]
Mother: 11
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#6-I T/B Delta
Start: Created, 1:40, 12
Weapons: Missiles
Win 1: 0
O1: 8 (Shu) [10]
Mother: 11
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#7-I T/B Delta
Start: Mission Complete, 1:40, 6
Weapons: Missiles
Win 1: 0
O1: 8 (Shu) [10]
Mother: 11
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#8-I T/I Gamma
Start: Created, 1:40, 32
Weapons: Normal
Win 1: 0
O1: 8 (Y-W or Shu) [10]
Mother: 11
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 10 (12,11) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#9-I T/I Gamma
Start: Destroyed, 0:50, 8
Weapons: Normal
Win 1: 0
O1: 8 (Y-W or Shu) [10]
Mother: 11
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 10 (12,11) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#10-I T/I Theta
Start: Created, 0:50, 13
Weapons: Normal
Win 1: 0
O1: 8 (Shu) [10]
Mother: 11
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#11-I VSD Protector (Harkov)
Start: Always,0,1
Weapons: Normal
Win 1: 0
O1: 24 (0:05) [10]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#12-I TRN Epsilon 1, ST-Troops
Start: ID'd, 0:50, 28
Weapons: Normal
Win 1: 0
O1: 12 (28, GSC) [10]
Mother: 11
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 16 (28, GSC, 0:25, 3x) [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: Complete, 500
O3: 1 [0]
Special: No
Talk On

#13-I TRN Epsilon 2, ST-Troops
Start: ID'd, 0:50, 12
Weapons: Normal
Win 1: 0
O1: 12 (28, GSC) [10]
Mother: 11
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 16 (28, GSC, 0:25, 3x) [10]
Difficulty: All
Waves: 0,1
Form: Ech Left
Bonus: Complete, 250
O3: 1 [0]
Special: No
Talk On

#14-I GUN Rho
Start: Reinforced, 0:50, 14
Weapons: Missiles
Win 1: 0
O1: 12 (28, ID'd) [10]
Mother: None
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 8 (32,33) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 11 (12) [10]
Special: No
Talk On

#15-I GUN Rho
Start: Destroyed, 0:50, 14
Weapons: Missiles
Win 1: 0
O1: 12 (28, ID'd) [10]
Mother: None
Stop: Missiles Out
AI: Top Ace
Win2: 0
O2: 8 (32,33) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 11 (12) [10]
Special: No
Talk On

#16-I GUN Rho
Start: Destroyed, 0:50, 15
Weapons: Missiles
Win 1: 0
O1: 12 (28, ID'd) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 (32,33) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Created, -4000
O3: 11 (12) [10]
Special: No
Talk On

#17-N CAL Falaricae, Dimok
Start: Mission Complete, 3:05, 26
Weapons: Normal
Win 1: 0
O1: *** (Fighter, 17, 0:05) [2]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 29 [2]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 2000
O3: 1 [0]
Special: No
Talk Off

#18-N Z-95 Davis, Dimok
Start: Created, 2:30, 4
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Shu, T/I, Gun) [10]
Mother: 17
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (28, GNS, T/F) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-N Z-95 Edward, Dimok
Start: Created, 2:30, 18
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Shu, T/I, Gun) [10]
Mother: 17
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (28, GNS, T/F) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-N Z-95 Frank, Dimok
Start: Destroyed, 2:30, 18
Weapons: Normal
Win 1: 0
O1: 8 (T/B, Shu, T/I, Gun) [10]
Mother: 17
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (28, GNS, T/F) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-N CARG Delphine, Dimok
Start: Destroyed, 1:15, 22,23
Weapons: Normal
Win 1: 0
O1: 27 (28, GNS, T/B, Shu) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-N M/CRV Falx, Dimok
Start: Always, 0,1
Weapons: Normal
Win 1: 0
O1: 27 (28, GNS, T/B, Shu) [10]
Mother: None
Stop: Shields Out
AI: Officer
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#23-N CARG Mangonel, Dimok
Start: Always, 2:05,1
Weapons: Normal
Win 1: 0
O1: 27 (28, Shu, T/B) [10]
Mother: None
Stop: Shields Out
AI: Officer
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#24-N Y-W Adam, Dimok
Start: Always, 0,1
Weapons: Normal
Win 1: 0
O1: 8 (Shu, 28, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/B, Gun, T/F, T/I) [10]
Difficulty: All
Waves: 0,2
Form: Dbl Astn
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#25-N Y-W Baker, Dimok
Start: Always, 0,1
Weapons: Normal
Win 1: 0
O1: 8 (Shu, 28, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/B, Gun, T/F, T/I) [10]
Difficulty: All
Waves: 0,2
Form: Dbl Astn
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#26-N Y-W Baker 3, Dimok
Start: Always, 0,1
Weapons: Normal
Win 1: 0
O1: 2 (0:05) [10]
Mother: None
Stop: Been Attacked
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Dbl Astn
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-N Y-W Charlie, Dimok
Start: Destroyed, 0,Y-W
Weapons: Normal
Win 1: 0
O1: 8 (Shu, 28, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/B, Gun, T?F, T?I) [10]
Difficulty: All
Waves: 0,2
Form: Dbl Astn
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#28-N CNVYR1 Asbo, Munitions
Start: Always, 0, 1
Weapons: Normal
Win 1: Survive
O1: 29 [10]
Mother: None
Stop: Shields Out
AI: Officer
Win2: ID'd
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vert
Bonus: Captured (Special), 1000
O3: 1 [0]
Special: Random
Talk Off

#29-N SHU Bezil, Ripoblus
Start: Always, 0, 1
Weapons: Shields .5 Dmg
Win 1: 0
O1: 8 (23,22,21,Y-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 10 (28) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 10 (28) [10]
Special: No
Talk Off

#30-N SHU Gamu, Ripoblus
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (23,22,21,Y-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 10 (28) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 10 (28) [10]
Special: No
Talk Off

#31-N SHU Bredis, Ripoblus
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (23,22,21,Y-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 10 (28) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 10 (28) [10]
Special: No
Talk Off

#32-N E/S Alayam, Ripoblus
Start: Disabled, 2:30, 28
Weapons: Normal
Win 1: 0
O1: 8 (Trans) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#33-N E/S Noerbo, Ripoblus
Start: Was Boarded, 0, 28
Weapons: Normal
Win 1: 0
O1: 8 (Trans) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#34-N E/S Yawnor, Ripoblus
Start: Destroyed, 0, Shu
Weapons: Normal
Win 1: 0
O1: 8 (Trans) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Ech Right
Bonus: 0
O3: 1 [0]/pBattle 2 Mission 2
Special: No
Talk Off

Battle 2: Mission 2

#1 - I T/F Alpha
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 10 (13, Trans, T/B) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#2 - I T/F Delta
Start: Created, 0:50, 15
Weapons: Normal
Win 1: 0
O1: 8 (Fighter1, Shu) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3- I T/F Alpha
Start: Destroyed, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 10 (13, Trans, T/B) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4- I T/F Delta
Start: Destroyed, 0:50, 2
Weapons: Normal
Win 1: 0
O1: 10 (13, Trans, T/B) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

***#5- I** T/B Beta [2]
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (23) [10]
Mother: 13
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 8 (21, 22, Trans1) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#6- I T/B Eta
Start: Destroyed, 0;50, 5
Weapons: Torps
Win 1: 0
O1: 8 (21, 22, 23,Trans1) [10]
Mother: 13
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#7- I T/B Eta
Start: Mission Complete, 0;50, 6
Weapons: Torps
Win 1: 0
O1: 8 (21, 22, 23,Trans1) [10]
Mother: 13
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 2 (0) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#8- I T/B Theta
Start: ID'd, 1:15, 36
Weapons: Torps
Win 1: 0
O1: 8 (37, Shu, Fighter) [10]
Mother: 13
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 2 (0) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#9- I T/I Gamma
Start: Attaked, 0:50, 5
Weapons: Normal
Win 1: 0
O1: 10 (5) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#10- I T/I Zeta
Start: Destroyed, 0:50, 9
Weapons: Normal
Win 1: 0
O1: 10 (Trans, 5,13) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#11- I TUG CUV/L 11 f5, torps
Start: Been Boarded, 0:50, 5
Weapons: Normal
Win 1: 0
O1: 13 (5, 0:05, 5x) [10]
Mother: 13
Stop: Been Attacked
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#12- I SHU Toten, 1st Officer
Start: Was Boarded, 0:50, 36
Weapons: Normal
Win 1: 0
O1: 2 (0:05) [10]
Mother: 13
Stop: Been Attacked
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: ID'd, 1000
O3: 1 [0]
Special: No
Talk Off

#13- I VSD Protector, Victory
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (23, Trans1, 21,22) [2]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 24 (0) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14- I TRN Epsilon 1, ST-Troops
Start: ID'd, 0:25, 36
Weapons: Normal
Win 1: 0
O1: 12 (37) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 16 (36, GSC, 37, 0:30, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Mission Complete, 500
Special: No
Talk On
O3: 1 [0]

#15- I TRN Epsilon 2, ST-Troops
Start: ID'd, 0:50, 36
Weapons: Normal
Win 1: 0
O1: 12 (37) [10]
Mother: 13
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 16 (37, 36, GSC, 0:45, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Mission Complete, 500
Special: No
Talk On
O3: 1 [0]

#16- I GUN Rho
Start: Reinforced, 0:50, 16
Weapons: Normal
Win 1: 0
O1: 8 (Trans1, 23, 21, 22) [10]
Mother: None
Stop: Created, 0, 12
AI: Ace
Win2: 0
O2: 10 (5) [10]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#17- I GUN Rho
Start: Destroyed, 0, 16
Weapons: Normal
Win 1: 0
O1: 8 (Trans1, 23, 21, 22) [10]
Mother: None
Stop: Created, 0, 12
AI: Ace
Win2: 0
O2: 10 (5) [10]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#18- I GUN Rho
Start: Destroyed, 2:30, 17
Weapons: Normal
Win 1: 0
O1: 8 (Trans1, 23, 21, 22) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 10 (5) [10]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#19- I TRN Omicron 1
Start: Reinforced, 0:25, 16
Weapons: Normal
Win 1: 0
O1: 12 (37) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 16 (36, GSC, 37, 0:45, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
Special: No
Talk On
O3: 1 [0]

#20- I TRN Omicron 2
Start: Reinforced, 0:25, 16
Weapons: Normal
Win 1: 0
O1: 12 (37) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 16 (37, 36, GSC, 0:45, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
Special: No
Talk On
O3: 1 [0]

#21- N M/CRV Selander, Ripoblus
Start: Always, 0, 1
Weapons: Normal
Win 1: 0 **Win2:** 0
O1: 27 (37, 32, 33, 5) [10]
Mother: None
Stop: Shields Outs
AI: Officer
Bonus: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
O3: 1 [0]
Special: No
Talk Off

#22- N M/CRV Galliot, Ripoblus
Start: Always, 0, 1
Weapons: Normal
Win 1: 0 **Win2:** 0
O1: 27 (37, 32, 33, 5) [10]
Mother: None
Stop: Shields Out
AI: Officer
Bonus: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
O3: 1 [0]
Special: No
Talk Off

#23- N M/FRG Dromon, Ripoblus
Start: Destroyed, 1:15, Crv
Weapons: Normal
Win 1: 0 **Win2:** 0
O1: 27 (37, 32, 33, 13) [10]
Mother: None
Stop: Shields Out
AI: Officer
Bonus: Destroyed, 2000
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
O3: 1 [0]
Special: No
Talk Off

#24- N ATR Pike, Ripoblus
Start: Always, 0, 1
Weapons: Torps
Win 1: 0 **Win2:** 0
O1: 8 (37, 36, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Bonus: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
O3: 1 [0]
Special: No
Talk Off

#25- N ATR Musket, Ripoblus
Start: Always, 0, 1
Weapons: Torps
Win 1: 0 **Win2:** 0
O1: 8 (37, 36, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Bonus: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
O3: 1 [0]
Special: No
Talk Off

#26- N ATR Sabre, Ripoblus
Start: Always, 0:50, 1
Weapons: Torps
Win 1: 0 **Win2:** 0
O1: 8 (37, 36, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Bonus: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
O3: 1 [0]
Special: No
Talk Off

#27- N ATR Sword, Ripoblus
Start: Always, 0, 1
Weapons: Torps
Win 1: 0 **Win2:** 0
O1: 2 (0:05) [10]
Mother: None
Stop: Been Attacked
AI: Veteran
Bonus: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
O3: 1 [0]
Special: No
Talk Off

#28- N ATR Halberd, Ripoblus
Start: Always, 0, 1
Weapons: Torps
Win 1: 0 **Win2:** 0
O1: 8 (37, 36, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Bonus: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
O3: 1 [0]
Special: No
Talk Off

#29- N ATR Pilum, Ripoblus
Start: Always, 0, 1
Weapons: Torps
Win 1: 0 **Win2:** 0
O1: 8 (37, 36, GNS) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Bonus: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
O3: 1 [0]
Special: No
Talk Off

#30- N Z-95 Able, Dimok
Start: Always, 0, No
Weapons: Normal
Win 1: 0 **Win2:** 0
O1: 8 (24, 25, 28, 26) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Bonus: 0
O2: 10 (37) [10]
Difficulty: All
Waves: 0,2
Form: Ech Right
O3: 1 [0]
Special: Random
Talk Off

#31- N Z-95 Able 3, Dimok
Start: Always, 0, No
Weapons: Normal
Win 1: 0 **Win2:** 0
O1: 21 (0:25) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Bonus: 0
O2: 8 (24, 25, 28, 26) [10]
Difficulty: All
Waves: 0,1
Form: Ech Right
O3: 10 (37) [10]
Special: Random
Talk Off

#32- N E/S Atawar, Dimok **Mother:** None **Difficulty:** All
Start: Always, 0, 1 **Stop:** 50% Hull Dmg **Waves:** 0,1 **Special:** No
Weapons: Normal **AI:** Officer **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (24, 25, 28, 26) [10] **O2:** 10 (37) [10] **O3:** 1 [0]

#33- N E/S Nipasa, Dimok **Mother:** None **Difficulty:** All
Start: Always, 0, 1 **Stop:** 50% Hull Dmg **Waves:** 0,1 **Special:** No
Weapons: Normal **AI:** Officer **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 21 (0:15) [0] **O2:** 29 [10] **O3:** 1 [0]

#34- N E/S Malat, Dimok **Mother:** None **Difficulty:** All
Start: Created, 1:15, 14 **Stop:** 50% Hull Dmg **Waves:** 0,1 **Special:** No
Weapons: Normal **AI:** Officer **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 [10] **O2:** 1 [0] **O3:** 10 (36, 37, Fighter1) [0]

#35- N E/S Retec, Dimok **Mother:** None **Difficulty:** All
Start: Disabled, 0, 37 **Stop:** 50% Hull Dmg **Waves:** 0,2 **Special:** No
Weapons: Normal **AI:** Officer **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 [10] **O2:** 1 [0] **O3:** 10 (36, 37, Fighter1) [0]

#36- N CN/C Lab Module (Physics, Weapons) **Mother:** None **Difficulty:** All
Start: Always, 0, 1 **Stop:** 0 **Waves:** 0,4 **Special:** Random
Weapons: Normal **AI:** Novice **Form:** Dbl Astern Talk Off
Win 1: Survive (Special) **Win2:** ID'd (Special) **Bonus:** Captured (Special), 500
O1: 1 [0] **O2:** 1 [0] **O3:** 1 [0]

#37- N PLT 1 Youst (Science) **Mother:** None **Difficulty:** All
Start: Always, 0, 1 **Stop:** 0 **Waves:** 0,1 **Special:** No
Weapons: Normal **AI:** Veteran **Form:** Stacked Talk Off
Win 1: Survive (Special) **Win2:** ID'd (Special) **Bonus:** Captured, 1000
O1: 27 (Trn1, 23, 21, 22) [0] **O2:** *** ST Board??, (36, 37, Fighter, Shu, 0) [0] **O3:** 1 [0]

Battle 2 Mission 3

#1-I T/F Alpha **Mother:** 9 **Difficulty:** All
Start: Destroyed, 0:50, 1 **Stop:** 50% Hull Dmg **Waves:** 0,3 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (Y-W, 15, 14, 16) [10] **O2:** 8 (Shu) [10] **O3:** 1 [0]

#2-I T/F Alpha **Mother:** 9 **Difficulty:** All
Start: Destroyed, 0:50, 1 **Stop:** 50% Hull Dmg **Waves:** 0,3 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (Y-W, Shu) [10] **O2:** 8 (Shu) [10] **O3:** 1 [0]

#3-I T/F Delta **Mother:** 9 **Difficulty:** All
Start: Destroyed, 0:50, 1 **Stop:** 50% Hull Dmg **Waves:** 0,3 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (Y-W, Shu) [10] **O2:** 8 (Shu) [10] **O3:** 1 [0]

#4-I T/F Delta **Mother:** 9 **Difficulty:** All
Start: Destroyed, 0:50, 3 **Stop:** 50% Hull Dmg **Waves:** 0,3 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (Y-W, Shu,14) [10] **O2:** 8 (Shu) [10] **O3:** 1 [0]

#5-I T/B Beta **Mother:** 9 **Difficulty:** All
Start: Created, 0:25, 20 **Stop:** 50% Hull Dmg **Waves:** 0,3 **Special:** No
Weapons: Missiles **AI:** Ace **Form:** Ech Left Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (Shu) [10] **O2:** 8 (Shu) [10] **O3:** 1 [0]

#6-I T/B Beta
Start: Destroyed, 0:50, 5
Weapons: Missiles
Win 1: 0
O1: 8 (Shu) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Shu, Y-W) [10]
Difficulty: All
Waves: 0,3
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk On

***#7-I** T/I Gamma [2]
Start: Always, 0, 7
Weapons: Normal
Win 1: 0
O1: 8 (Y-W, Shu) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Shu) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 11 (22, Position 10) [10]
Special: 2
Talk On

#8-I T/I Theta
Start: Destroyed, 0:50, 7
Weapons: Normal
Win 1: 0
O1: 8 (Y-W, Shu) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Shu) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#9-I VSD Protector (Victory)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 5 (1x) [3]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: *** (0:05) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 24 (0:05) [0]
Special: No
Talk Off

#10-I TRN Epsilon 1 (Repair Crew)
Start: Disabled, 0:25, 1
Weapons: Normal
Win 1: 0
O1: 13 (1, 7, 0:05, 1x) [10]
Mother: 9
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-I GUN Rho
Start: Reinforced, 2:30
Weapons: Missiles
Win 1: 0
O1: 8 (Y-W, Shu) [10]
Mother: None
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 8 (Shu) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#12-I GUN Rho
Start: Mission Complete, 0, 11
Weapons: Missiles
Win 1: 0
O1: 8 (Y-W, Shu) [10]
Mother: None
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 8 (Shu) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#13-I GUN Rho
Start: Mission Complete, 0, 12
Weapons: Missiles
Win 1: 0
O1: 8 (Y-W, Shu) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Shu) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: Created, -4000
O3: 1 [0]
Special: No
Talk On

#14-N SHU Lambda (Ripoblus)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 16 (22, 0:40, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (21, T/B, T/I, T/F) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-N SHU Lambda 4(Ripoblus)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 1,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-N SHU Sigma (Dimok)
Start: Destroyed, 1:40, 14, 15
Weapons: Normal
Win 1: 0
O1: 16 (22, 0:40, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (21, T/B, T/I, T/F) [10]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-N Y-W Able (Ripoblus)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 12 (22) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (T/B, 21, T/I, T/F) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-N Y-W Able 4 (Ripoblus)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 10 (17, 14) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-N Y-W Baker (Dimok)
Start: Destroyed, 1:40, 14,15
Weapons: Normal
Win 1: 0
O1: 12 (22) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/B, 21, T/I, T/F)
Difficulty: All
Waves: 0,3
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-N E/S Typhon (Ripoblus)
Start: Boards/Docks, 0:50, 22
Weapons: Normal
Win 1: 0
O1: 8 (22) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (21) [10]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: Destroyed, 2000
O3: 1 [0]
Special: No
Talk Off

#21-N SHU Nazaar (Techns)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 11 (22, Position 7) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Mission Complete, 2500
O3: 1 [0]
Special: No
Talk Off

#22-N PTL Glas (Refugees)
Start: Always, 0, 1
Weapons: Missiles
Win 1: Boards/Docks
O1: 13 (9, 0:40, 1x) [7]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 3 (2x) [7]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]/p
Special: No
Talk Off

Battle 2 Mission 4

***#1-I** GUN Nu [2]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 12 (15) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 10 (5) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 11 (5, Position 7) [10]
Special: No
Talk On

#2-I GUN Tau
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 12 (20) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 10 (6) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 11 (6, Position 19) [10]
Special: No
Talk On

#3-I GUN Tau 3
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Fighter, Shu) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 10 (6) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 11 (6, Position 19) [10]
Special: No
Talk On

#4-I GUN Tau 4
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Fighter, Shu) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 10 (6) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 11 (6, Position 19) [10]
Special: No
Talk On

#5-I TRN Omega 1
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 12 (15) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 14 (15, 0:45, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Dbl Astern
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk On

#6-I TRN Omega 2
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 12 (20) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 14 (20, 0:45, 1x) [10]
Difficulty: All
Waves: 0,1
Special: No
Form: Dbl Astern
Talk On
Bonus: 0
O3: 2 (0:05) [10]

#7-I GUN Rho
Start: Reinforced, 0:50
Weapons: Missiles
Win 1: 0
O1: 12 (20) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Fighter, Shu) [10]
Difficulty: All
Waves: 0,2
Special: No
Form: Fing Four
Talk On
Bonus: Created, -2000
O3: 1 [0]

#8-I GUN Rho 3
Start: Reinforced, 0:50, 7
Weapons: Missiles
Win 1: 0
O1: 12 (15) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Fighter, Shu) [10]
Difficulty: All
Waves: 0,1
Special: No
Form: Fing Four
Talk On
Bonus: Created, -2000
O3: 1 [0]

#9-I GUN Rho 4
Start: Reinforced, 0:50, 7
Weapons: Missiles
Win 1: 0
O1: 12 (15) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Shu, Fighter) [10]
Difficulty: All
Waves: 0,1
Special: No
Form: Fing Four
Talk On
Bonus: Created, -2000
O3: 1 [0]

#10-N CAL Falaricae (Dimok)
Start: Destroyed, 1:15, Neutral
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Special: No
Form: Vic
Talk Off
Bonus: ID'd, 500
O3: 1 [0]

#11-N CARG Glaive (Imp Gds)
Start: Destroyed, 1:00, Neutral
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: ID'd
O2: 29 [10]
Difficulty: All
Waves: 0,1
Special: No
Form: Vic
Talk Off
Bonus: 0
O3: 1 [0]

#12-N M/CRV Runka (Imp Gds)
Start: Destroyed, 3:00, Neutral
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: ID'd
O2: 29 [10]
Difficulty: All
Waves: 0,1
Special: No
Form: Vic
Talk Off
Bonus: 0
O3: 1 [0]

#13-N CARG Goldendag (Imp Gds)
Start: Destroyed, 2:15, Neutral
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: ID'd
O2: 29 [10]
Difficulty: All
Waves: 0,1
Special: No
Form: Vic
Talk Off
Bonus: 0
O3: 1 [0]

#14-N M/FRG Manus Ferre (Dimok)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [2]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 24 (0:05) [2]
Difficulty: All
Waves: 0,1
Special: No
Form: Vic
Talk Off
Bonus: ID'd, 500
O3: 1 [0]

#15-N SHU Keydon (Dim. Ldrs)
Start: Always, 0, 1
Weapons: Normal
Win 1: Was Boarded
O1: 2 (0:00) [6]
Mother: 14
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Special: No
Form: Vic
Talk Off
Bonus: 0
O3: 1 [0]

#16-N Z-95 Adam (Dimok)
Start: Always, 2:05, 1
Weapons: Normal
Win 1: 0
O1: 8 (Trn, Gun) [10]
Mother: 14
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,4
Special: No
Form: Diamond
Talk Off
Bonus: 0
O3: 1 [0]

#17-N Z-95 Baker (Dimok)
Start: Destroyed, 0:50, 16
Weapons: Normal
Win 1: 0
O1: 8 (Trn, Gun) [10]
Mother: 14
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-N Z-95 Charlie (Dimok)
Start: Destroyed, 0 , 16, 17
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 14
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-N FRG Shemsher (Ripoblus)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (Imperial) [5]
Mother: 14
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: ID'd, 500
O3: 1 [0]
Special: No
Talk Off

#20-N SHU Phantele (Rip. Ldrs)
Start: Always, 0, 1
Weapons: Normal
Win 1: Was Boarded
O1: 2 (0:00) [6]
Mother: 19
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-N E/S Arabu (Ripoblus)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-N E/S Berono (Ripoblus)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Trn, Gun) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#23-N E/S Calitana (Ripoblus)
Start: Destroyed, 0:50, Shu
Weapons: Normal
Win 1: 0
O1: 8 (Trn, Gun) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#24-N E/S Degio (Ripoblus)
Start: Destroyed, 0:50, Shu
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Vet
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Battle 2 Mission 5

***#1-I** T/F Alpha [1]
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 11 (38, 39, 40, 41, Position 16) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W, Fighter, Shu) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#2-I T/F Delta
Start: Destroyed, 0:25, 1
Weapons: Normal
Win 1: 0
O1: 8 (Y-W, Fighter, Shu, Frt) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I T/F Delta
Start: Destroyed, 0:50, 2
Weapons: Normal
Win 1: 0
O1: 8 (Y-W, Fighter, Shu, Frt) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4-I T/F Delta
Start: Destroyed, 0:50, 3
Weapons: Normal
Win 1: 0
O1: 8 (Y-W, Fighter, Shu) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#5-I T/B Beta
Start: Created, 0:25, 15
Weapons: Torps
Win 1: 0
O1: 8 (Frt, 15, 34, 27) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W, Fighter, Shu) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#6-I T/B Beta
Start: Destroyed, 0:25, 5
Weapons: Torps
Win 1: 0
O1: 8 (Frt, 15, 34, 27) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W, Fighter, Shu) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#7-I T/B Eta
Start: Destroyed, 1:40, 6
Weapons: Torps
Win 1: 0
O1: 8 (Frt, 15, 34, 27) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#8-I T/B Eta
Start: Destroyed, 0:25, 7
Weapons: Torps
Win 1: 0
O1: 8 (15, 27, Frt, Y-W) [10]
Mother: 11
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (Fighter, Shu) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#9-I T/I Gamma
Start: Created, 1:40, 5
Weapons: Normal
Win 1: 0
O1: 8 (Frt, Y-W, Shu) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#10-I T/I Gamma
Start: Destroyed, 0:50, 9
Weapons: Normal
Win 1: 0
O1: 8 (Frt, Y-W) [10]
Mother: 11
Stop: Shields Out
AI: Ace
Win2: 0
O2: 11 (Position 8, 1) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#11-I VSD Protector (Harkov)
Start: Always, 0,1
Weapons: Adv. Missiles
Win 1: 0
O1: 27 (Neutral) [1]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 24 (Neutral, 0:05) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#12-I GUN Rho
Start: Reinforced, 0:50, 1
Weapons: Adv. Missiles
Win 1: 0
O1: 8 (Y-W, Fighter, Shu, Frt) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: Created, -2000
O3: 11 (1, Position 18) [0]
Special: No
Talk On

#13-I GUN Rho
Start: Destroyed, 0:50, 12
Weapons: Adv. Missiles
Win 1: 0
O1: 8 (Y-W, Fighter, Shu, Frt) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: Created, -2000
O3: 11 (1, Position 18) [0]
Special: No
Talk On

#14-I GUN Rho
Start: Destroyed, 0:50, 12
Weapons: Adv. Missiles
Win 1: 0
O1: 8 (Y-W, Fighter, Shu, Frt) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: Created, -2000
O3: 11 (1, Position 18) [0]
Special: No
Talk On

#15-N CAL Ben Het (Dimok)
Start: Created, 3:45, 37
Weapons: Normal
Win 1: 0
O1: 27 (11, 37, Imperial, GNP) [2]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-N Z-95 Abo (Dimok)
Start: Created, 1:40, 15
Weapons: Normal
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-N Z-95 Elba (Dimok)
Start: Destroyed, 0, 16
Weapons: Normal
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-N Z-95 Fuzzum (Dimok)
Start: Destroyed, 0, 17
Weapons: Normal
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-N Z-95 Ingo (Dimok)
Start: Destroyed, 0, 18
Weapons: Normal
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: >Easy
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-N Z-95 Jenet (Dimok)
Start: Destroyed, 0, 18
Weapons: Normal
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: ID, 0, 15
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: >Easy
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-N Z-95 Killam 1 (Dimok)
Start: Created, 4:10, 15
Weapons: Missiles
Win 1: 0
O1: 8 (1, Player) [10]
Mother: 15
Stop: ID, 0, 15
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: Hard
Waves: 0,1
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-N Z-95 Killam 2 (Dimok)
Start: Destroyed, 0, 21
Weapons: Missiles
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: ID, 0, 15
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: Hard
Waves: 0,1
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#23-N Z-95 Killam 3 (Dimok)
Start: Destroyed, 0, 22
Weapons: Missiles
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: ID, 0, 15
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: Hard
Waves: 0,1
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#24-N Z-95 Killam 4 (Dimok)
Start: Destroyed, 0, 23
Weapons: Missiles
Win 1: 0
O1: 8 (T/A) [10]
Mother: 15
Stop: ID, 0, 15
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: Hard
Waves: 0,1
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#25-N CARG Suoi Tre (Dimok)
Start: Destroyed, 2:05, 15
Weapons: Normal
Win 1: 0
O1: 27 (11, 37, GNP) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-N CARG Can Giouc (Dimok)
Start: Destroyed, 2:05, 15
Weapons: Normal
Win 1: 0
O1: 27 (11, 37) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-N M/CRV Long Tan (Dimok)
Start: Created, 3:20, 37
Weapons: Normal
Win 1: 0
O1: 27 (11, T/B, T/F, T/I) [1]
Mother: None
Stop: Shields Out
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#28-N Y-W Bordok (Dimok)
Start: Destroyed, 1:40, 16
Weapons: Torps
Win 1: 0
O1: 8 (37, 11, T/B, T/F) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#29-N Y-W Chubb (Dimok)
Start: Destroyed, 1:40, 17
Weapons: Torps
Win 1: 0
O1: 8 (37, 11, T/B, T/F) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#30-N Y-W Givin (Dimok)
Start: Destroyed, 0, 18
Weapons: Torps
Win 1: 0
O1: 8 (37, 11, T/B, T/F) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#31-N Y-W Larkma (Dimok)
Start: Destroyed, 0, 19
Weapons: Torps
Win 1: 0
O1: 8 (37, 11, T/B, T/F) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#32-N Y-W Farsi (Dimok)
Start: Destroyed, 4:35, 20
Weapons: Torps
Win 1: 0
O1: 8 (37, 11, T/B, T/F) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#33-N Y-W Hurcha (Dimok)
Start: Destroyed, 0, X-W
Weapons: Torps
Win 1: 0
O1: 8 (37, 11, T/B, T/F) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#34-N FRG Shemsher (Ripoblus)
Start: Destroyed,2:05, 15
Weapons: Normal
Win 1: 0
O1: 27 (11, 37, T/B) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#35-N E/S Raven (Ripoblus)
Start: Created, 1:40, 34
Weapons: Normal
Win 1: 0
O1: 8 (37, 11) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#36-N E/S Seakyte (Ripoblus)
Start: Destroyed, 1:40, 35
Weapons: Normal
Win 1: 0
O1: 8 (11, 37) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#37-I ESC Tropsobor (T/A)
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 25 (Y-W, 26, 0:05) [2]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#38-I T/A AA
Start: Created, 2:05, 37
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [4]
Mother: 37
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: Mission Complete, 250
O3: 1 [0]
Special: No
Talk Off

#39-I T/A AB
Start: Miss Complete, 0, 38
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [4]
Mother: 37
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: Mission Complete, 250
O3: 1 [0]
Special: No
Talk Off

#40-I T/A AC
Start: Miss Complete, 0, 39
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [4]
Mother: 37
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: Mission Complete, 250
O3: 1 [0]
Special: No
Talk Off

#41-I T/A AD
Start: Miss Complete, 0, 40
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [4]
Mother: 37
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: Mission Complete, 250
O3: 1 [0]
Special: No
Talk Off

#42-N SHU Omlaut (Rebel Ldr)
Start: Win1 Success, 1:15
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: ID'd
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, -6000
O3: 1 [0]
Special: No
Talk Off

#43-Buoy

BATTLE THREE MISSIONS

Battle 3 Mission 1

***#1-I** T/B Alpha [1]
Start: Always, 0, No
Weapons: Missiles
Win 1: 0
O1: 4 (1x) [9]
Mother: 5
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral & GNS) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#2-I T/F Gamma
Start: Created, 0:10, Rebel +1
Weapons: Normal
Win 1: 0
O1: 8 (FRT & GNS) [10]
Mother: 5
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W & Rebel) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#3-I T/I Beta
Start: Created, 0, 20
Weapons: Normal
Win 1: 0
O1: 8 (FRT & GNS) [10]
Mother: 5
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W & CRV) [10]
Difficulty: All
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/B Delta
Start: Created, 0:50, CRV
Weapons: Torps
Win 1: 0
O1: 8 (CRV) [10]
Mother: 5
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebel & Neutral GNS) [10]
Difficulty: All
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
Special: None
Talk On
O3: 10 (1) [10]

#5-I VSD Stalwart (Cmdr Thrawn)
Start: Always, 0, 1
Weapons: Normal
Win 1: Survive
O1: 23 (2x) [2]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 21 (5:05) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 22 (1, 0:40) [3]
Special: None
Talk Off

#6-I ISD Vangard (Cmdr Ritton)
Start: Destroyed, 1:40, 5
Weapons: Normal
Win 1: 0
O1: 22 (0:45) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 22 (1, 0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [3]
Special: None
Talk Off

#7-I T/B Thete
Start: Attacked, 0:25, 6
Weapons: Missiles
Win 1: 0
O1: 11 (6) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 9, 6 (0:00)
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#8-R X-W Red
Start: Destroy ed, 4:00, 22
Weapons: Torps
Win 1: 0
O1: 8 (2, 3) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#9-R Y-W Gold
Start: Destroyed, 2:55, 22
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 2
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#10-R CRV Beecon
Start: Attacked, 2:55, 14
Weapons: Normal
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#11-R CRV Dragon
Start: Attacked, 0:50, 14
Weapons: Normal
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#12-R CRV Viper
Start: Destroyed, 1:15, 10 or 11
Weapons: Normal
Win 1: 0
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: >Easy
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#13-R B-W Blue
Start: Destroyed, 5:15, 22
Weapons: Torps
Win 1: 0
O1: 8 (5) [1]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#14-N CON THX-1136A (Stat Prts)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: ID'd
O1: 1 [3]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 1 [2]
Difficulty: All
Waves: 0, 2
Form: 2x Astern
Bonus: 0
O3: 1 [10]
Special: Random
Talk Off

#15-R A-W Blue
Start: Win2, 1:15, No
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#16-N CN/D THX-1137D (Stat Prts)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: ID'd
O1: 1 [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 2
Form: 2x Astern
Bonus: 0
O3: 1 [10]
Special: Random
Talk Off

#17-N CN/B THX-1138B (Stat Prts)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: ID'd
O1: 1 (T/B) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 (T/I) [10]
Difficulty: >Easy
Waves: 0, 2
Form: 2x Astern
Bonus: 0
O3: 1 [10]
Special: Random
Talk Off

#18-N CN/D THX-1139D (Stat Prts)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: ID'd
O1: 1 (T/B) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 (T/I) [10]
Difficulty: All
Waves: 0, 3
Form: 2x Astern
Bonus: 0
O3: 1 [10]
Special: 2
Talk Off

#19-N CN/D THX-1140D (Stat Prts)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: ID'd
O1: 1 (T/B) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 (T/I) [10]
Difficulty: All
Waves: 0, 3
Form: 2x Astern
Bonus: 0
O3: 1 [10]
Special: 1
Talk Off

#20-R Y-W Blue 1
Start: ID'd, 4:35, 14
Weapons: Normal
Win 1: 0
O1: 8 (T/B) [9]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: >Easy
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#21-R SHU Splinter
Start: Destroyed, 0:50, 22
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#22-R TRN Scouter
Start: ID, 0, 14
Weapons: Torps
Win 1: 0
O1: 4 (1x, (5, 23)) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 21 (0:25) [9]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: Destroyed 1000
O3: 2 (0:00) [10]
Special: None
Talk Off

#23-R Y-W Red
Start: Attacked, 1:15, 14
Weapons: Torps
Win 1: 0
O1: 8 (5) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#24-R Y-W Red
Start: Attacked, 1:15, 14
Weapons: Torps
Win 1: 0
O1: 8 (5) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#25-R Y-W Blue 2
Start: ID'd, 0, 14
Weapons: Torps
Win 1: 0
O1: 8 (5) [9]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#26-I HLF Mule 1
Start: ID'd, 0, 14
Weapons: Normal
Win 1: 0
O1: 19 (14, 0:05, 1x) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 1 survive
O2: 1 [10]
Difficulty: All
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk On

#27-I HLF Mule 2
Start: ID'd, 0, 16
Weapons: Normal
Win 1: 0
O1: 19 (16, 0:05, 1x) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 1 survive
O2: 1 [10]
Difficulty: All
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk On

#28-I HLF Mule 3
Start: ID'd, 0, 17
Weapons: Normal
Win 1: 0
O1: 19 (17, 0:05, 1x) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 1 survive
O2: 1 [10]
Difficulty: >Easy
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk On

#29-I HLF Mule 4
Start: ID'd, 0, 18
Weapons: Normal
Win 1: 0
O1: 19 (18, 0:05, 1x) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 1 survive
O2: 1 [10]
Difficulty: All
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk On

#30-I HLF Mule 5
Start: ID'd, 0, 19
Weapons: Normal
Win 1: 0
O1: 19 (19, 0:05, 1x) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 1 survive
O2: 1 [10]
Difficulty: All
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk On

#30-I HLF Mule 5
Start: ID'd, 0, 19
Weapons: Normal
Win 1: 0
O1: 19 (19, 0:05, 1x) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 1 survive
O2: 1 [10]
Difficulty: All
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk On

Battle 3 Mission 2

***#1-I** T/B Alpha [1]
Start: Always, 0, No
Weapons: 2x M, T
Win 1: 0
O1: 8 (CRV) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral or Rebel) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#2-I T/F Theta
Start: Destroyed, 0:50, 4
Weapons: Normal
Win 1: 0
O1: 8 (Y-W) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W) [10]
Difficulty: All
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#3-I T/I Zeta
Start: Destroyed, 0, 2
Weapons: Normal
Win 1: 0
O1: 8 (Y-W) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral or Rebel) [10]
Difficulty: All
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/B Beta
Start: Always, 0, No
Weapons: Torps
Win 1: 0
O1: 8 (CRV or 18) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: None
Talk On

#5-I T/B Delta
Start: Reinforced, 0:25, No
Weapons: 2x M, T, Adv. M
Win 1: 0
O1: 8 (A-W) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 1, 2 (0:00)
Form: Vic
Bonus: 0
O3: 11 (1) [10]
Special: None
Talk On

#6-I TRN Sonia
Start: Reinforced, 0:50, No
Weapons: 2x M, T, Adv. M
Win 1: 0
O1: 12 (Player, 0:15, 2x) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 21 (4:20) [10]
Difficulty: All
Waves: 1, 1 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:35) [10]
Special: None
Talk On

#7-I M/FRG Ludwick (Cmdr Buckeye)
Start: Always, 0, No
Weapons: Normal
Win 1: Survive
O1: 23 (2x) [3]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 21 (5:05) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 22 (1, 0:40) [2]
Special: None
Talk Off

#8-I VSD Stalwart (Cmdr Ritton)
Start: Destroyed, 1:40, 7
Weapons: Normal
Win 1: 0
O1: 22 (0:45) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [3]
Special: None
Talk Off

#9-I T/B Iota
Start: Attacked, 0:25, 8
Weapons: Missiles
Win 1: 0
O1: 11 (8) [9]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 9, 6 (0:00)
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#10-I T/I Eta
Start: Attacked, 3:30, 8
Weapons: Normal
Win 1: 0
O1: 11 (8) [9]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 9, 6 (0:00)
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#11-I ATR Tiger (troopers)
Start: ID'd, 0:50, 20
Weapons: Normal
Win 1: 0
O1: 14 (20 & special, 0:10, 1x) [9]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: Boards/Docks 1250
O3: 2 (0:00) [10]
Special: None
Talk Off

#12-R X-W Red
Start: Destroyed, 5:05, 25
Weapons: Torps
Win 1: 0
O1: 8 (2, 3) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#13-R Y-W Gold
Start: Destroyed, 6:35, 25
Weapons: Torps
Win 1: 0
O1: 8 (7) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 3
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#14-N CRV Leach
Start: Always, 0, No
Weapons: Normal
Win 1: Destroyed
O1: 23 (7, 1x) [2]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 27 (Imperial or 7) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 (Imperial) [10]
Special: None
Talk Off

#15-N CRV Clavier
Start: Always, 0, No
Weapons: Normal
Win 1: Destroyed
O1: 23 (7, 1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 27 (Imperial or 7) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 (Imperial) [10]
Special: None
Talk Off

#16-N CRV Grapler
Start: Always, 0, No
Weapons: Normal
Win 1: Destroyed
O1: 23 (7, 3x) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 27 (Imperial or 7) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 (Imperial) [10]
Special: None
Talk Off

#17-R B-W Blue
Start: Destroyed, 0:50, 13
Weapons: Torps
Win 1: 0
O1: 8 (7) [1]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (Imperial) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-N CON DLC11A (supplies)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: Destroyed
O1: 1 [3]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [2]
Difficulty: >Easy
Waves: 0, 4
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#19-R A-W Gold
Start: Destroyed, 2:30, 24
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#20-N CON CRM908A (Pakuuni)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: Destroyed
O1: 1 (T/B) [9]
Mother: None
Stop: None
AI: Novice
Win2: ID'd (special)
O2: 1 (T/I) [10]
Difficulty: All
Waves: 0, 4
Form: Vic
Bonus: Was Boarded (special) 750
O3: 1 [10]
Special: Random
Talk Off

#21-N CN/B CG-78 (supplies & workshop)
Start: Always, 0, No
Weapons: Shields off, Damaged
Win 1: Destroyed
O1: 1 (T/B) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 (T/I) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#22-N Y-W Blue 1
Start: Always, 0, No
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (T/B) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (7) [10]
Difficulty: <Hard
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#23-N Y-W Blue
Start: Always, 0, No
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (T/B) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (7) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#24-R SHU Jiggs
Start: Destroyed, 0:50, 12
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#25-R A-W Red 1
Start: Destroyed, 0, 18
Weapons: Torps
Win 1: 0
O1: 4 (Imperial or 26, 1x) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 21 (0:25) [9]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#26-N Z-95 Red
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: <Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 4 (30x) [10]
Special: None
Talk Off

#27-N Z-95 Red
Start: Always, 0, No
Weapons: Missiles
Win 1: 0
O1: 8 (1) [9]
Mother: 18
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 4 (30x) [10]
Special: None
Talk Off

#28-N Z-95 Gold
Start: Always, 0, No
Weapons: Torps
Win 1: 0
O1: 8 (7) [8]
Mother: 18
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 4 (34x) [5]
Special: None
Talk Off

#29-N X-W Gold
Start: Always, 0, No
Weapons: Heavy Torps
Win 1: 0
O1: 8 (7) [8]
Mother: 18
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 4 (34) [5]
Special: None
Talk Off

Battle 3 Mission 3

***#1-I** T/F Alpha [1]
Start: Always, 0, No
Weapons: 2x M, T
Win 1: 0
O1: 8 (Z-95) [9]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral or Rebel) [10]
Difficulty: All
Waves: 0, 4
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#2-I T/B Eta
Start: Reinforced, 0:50, No
Weapons: 2x M, T
Win 1: 0
O1: 8 (33) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral or Rebel) [10]
Difficulty: All
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#3-I T/B Beta
Start: Reinforced, 0:50, No
Weapons: 2x M, T, Adv. M
Win 1: 0
O1: 8 (33) [10]
Mother: 9
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: Easy
Waves: 1, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/B Theta
Start: Destroyed, 0:50, 7
Weapons: Torps
Win 1: 0
O1: 8 (33) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (33) [10]
Difficulty: All
Waves: 2, 3 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#5-I T/I Gamma
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (X-W or B-W) [10]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 8 (Z-95 or Rebel) [10]
Difficulty: All
Waves: 1, 2 (0:00)
Form: Vic
Bonus: 0
O3: 8 (Rebel or Neutral) [10]
Special: None
Talk Off

#6-I T/I Delta
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [10]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 1, 2 (0:00)
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#7-I T/F Beta
Start: Always, 0:50, No
Weapons: Missiles
Win 1: 0
O1: 8 (A-W) [10]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#8-I T/F Zeta
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [10]
Mother: 9
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#9-I M/FRG Ludwick (Cmdr Buckeye)
Start: Always, 0, No
Weapons: Normal
Win 1: Survive
O1: 23 (10x) [3]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (33) [3]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 22 (1, 0:40) [2]
Special: None
Talk Off

#10-I VSD Stalwart (Cmdr Thrawn)
Start: Gone, 1:40, 9
Weapons: Normal
Win 1: 0
O1: 22 (0:45) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1, 0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [3]
Special: None
Talk Off

#11-I T/B Iota
Start: Attacked, 0:25, 10
Weapons: Missiles
Win 1: 0
O1: 11 (10) [9]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 9, 6 (0.00)
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#12-I T/B Zeta
Start: Attacked, 7:05, 10
Weapons: Missiles
Win 1: 0
O1: 11 (10) [9]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 9, 6 (0:00)
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#13-R X-W Red
Start: Destroyed, 0, 25
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 33
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Medium
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#14-R X-W Blue
Start: Destroyed, 0, 18
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 33
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Medium
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#15-R X-W Red
Start: Destroyed, 0:50, 26
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 33
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#16-R X-W Yellow
Start: Destroyed, 0:50, 26
Weapons: Heavy Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 33
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#17-R X-W Red
Start: Attacked, 0, 27
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 33
Stop: None
AI: Vet
Win2: 0
O2: 8 (1) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-R Z-95 Yellow
Start: Destroyed, 1:15, 13
Weapons: Heavy Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 33
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Medium
Waves: 0, 3
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#19-R A-W Gold
Start: Destroyed, 1:15, 15
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 33
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 2
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#20-I CARG Bukkun (work crew)
Start: Always, 10:40, No
Weapons: Normal
Win 1: Created
O1: 23 (1x) [2]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (21:15) [10]
Difficulty: All
Waves: 0, 3
Form: Line Astern
Bonus: 0
O3: 22 (21:15) [10]
Special: None
Talk Off

#21-I TRN Anta (work crew)
Start: Created, 5:05, 20
Weapons: Normal
Win 1: 0
O1: 13 (23 or 24, 0:15, 2x) [6]
Mother: 20
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#22-I TUG Amber
Start: Created, 10:35, 20
Weapons: Normal
Win 1: 0
O1: 14 (23 or 24, 0:15, 2x) [6]
Mother: 20
Stop: None
AI: Ace
Win2: 0
O2: 13 (28, 0:25, 2x) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#23-I M/CRV Horvus (equipment)
Start: Always, 10:15, No
Weapons: Normal
Win 1: Created
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 22 (21:10) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 22 (21:15) [10]
Special: None
Talk Off

#24-I CNVYR Gorfan
Start: Always, 10:50, No
Weapons: Normal
Win 1: Created
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 22 (21:15) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#25-R B-W Blue
Start: Created, 3:20, 33
Weapons: Torps
Win 1: 0
O1: 8 (9) [9]
Mother: 33
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#26-R B-W Red
Start: Destroyed, 1:15, 30
Weapons: Heavy Torps
Win 1: 0
O1: 8 (9) [9]
Mother: 33
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#27-R B-W Blue
Start: Destroyed, 1:15, 30
Weapons: Torps
Win 1: 0
O1: 8 (9) [9]
Mother: 33
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#28-I FRT Ravn (building & supplies)
Start: Always, 13:35, No
Weapons: Normal
Win 1: Created
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 22 (21:15) [2]
Difficulty: All
Waves: 0, 6
Form: Line Abreast
Bonus: 0
O3: 22 (21:15) [10]
Special: Random
Talk Off

#29-I VSD Stalwart (Cmdr Thrawn)
Start: Always, 13:35, No
Weapons: Normal
Win 1: Created
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 22 (21:15) [2]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: 0
O3: 22 (21:15) [10]
Special: Random
Talk Off

#30-R Z-95 Gold
Start: Created, 2:30, 33
Weapons: Normal
Win 1: Created
O1: 8 (7 or 1) [10]
Mother: 33
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#31-N Y-W Blue
Start: Destroyed, 0:50, 33
Weapons: Torps
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#32-R SHU Escape
Start: Capture, 0, 33
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: 33
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: Destroyed 3000
O3: 2 (0:00) [10]
Special: None
Talk Off

#33-RI FRG Huntress (Cmdr S. Simon)
Start: Always, 3:45, No
Weapons: Normal
Win 1: 0
O1: 23 (10x) [3]
Mother: None
Stop: Created, 0, 23
AI: Vet
Win2: 0
O2: 23 (5x) [3]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#34-N Y-W Red
Start: Destroyed, 0:50, 35
Weapons: Torps
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1 or Imperial) [10]
Difficulty: All
Waves: 1, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#35-N Y-W Gold
Start: Attacked, 0:50, 33
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 1, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

Battle 3 Mission 4

***#1-I** GUN Tau [1]
Start: Always, 0, No
Weapons: Torps
Win 1: 0
O1: 8 (A-W) [9]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral or Rebel GNS) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
Special: None
Talk Off
O3: 2 (0:00) [10]

#2-I T/B Beta
Start: Always, 0:50, No
Weapons: Torps
Win 1: 0
O1: 8 (Y-W or CRV) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W or Rebel GNS) [10]
Difficulty: All
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#3-I T/B Eta
Start: Destroyed, 0:20, 2
Weapons: Missiles
Win 1: 0
O1: 8 (Y-W or CRV) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Y-W or Rebel GSC) [10]
Difficulty: Easy
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/I Gamma
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (Y-W or B-W) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Neutral or Rebel GNS) [10]
Difficulty: All
Waves: 1, 2
Form: Vic
Bonus: 0
Special: None
Talk Off
O3: 2 (0:00) [10]

#5-I PLT NL-1 (Cmdr Scott)
Start: Always, 0, No
Weapons: Shields 1/2
Win 1: Survive
O1: 27 (Rebel & GNS) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (Rebel or Neutral) [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 22 (21:15) [0]
Special: None
Talk Off

#6-I M/FRG Ludwick (Cmdr Buckeye)
Start: Always, 0, No
Weapons: Normal
Win 1: Survive
O1: 23 (10x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (Rebel) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 27 (Rebel) [2]
Special: None
Talk Off

#7-I VSD Stalwart (Cmdr Thrawn)
Start: Destroyed, 1:50, Rebels
Weapons: Normal
Win 1: Created
O1: 22 (0:45) [9]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 22 (1, 0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [3]
Special: None
Talk Off

#8-I T/B Iota
Start: Attacked, 0:25, 7
Weapons: Missiles
Win 1: 0
O1: 8 (A-W) [10]
Mother: 8
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel & GNS or Neutral) [10]
Difficulty: All
Waves: 9, 6
Form: Line Abreast
Bonus: 0
Special: None
Talk Off
O3: 2 (0:00) [10]

#9-I T/B Beta **Mother:** 8 **Difficulty:** All
Start: Created, 025, 7 **Stop:** None **Waves:** 9, 6 **Special:** None
Weapons: Torps **AI:** Top Ace **Form:** Line Abreast Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (CRV) [10] **O2:** 8 (Rebel & GNS or Neutral) [10] **O3:** 2 (0:00) [10]

#10-R X-W Red **Mother:** None **Difficulty:** All
Start: Destroyed, 0:50, 17 **Stop:** None **Waves:** 0, 3 **Special:** None
Weapons: Torps **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (6) [10] **O2:** 8 (7) [10] **O3:** 8 (1) [10]

#11-R X-W Blue **Mother:** None **Difficulty:** Hard
Start: Destroyed, 0:50, Hard **Stop:** None **Waves:** 0, 3 **Special:** None
Weapons: Torps **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (6) [10] **O2:** 8 (7) [10] **O3:** 8 (1) [10]

#12-R TRN Del **Mother:** None **Difficulty:** All
Start: Destroyed, 0:50, 10 **Stop:** None **Waves:** 0, 3 **Special:** None
Weapons: Torps **AI:** Ace **Form:** Stacked Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (6 or 7) [10] **O2:** 8 (Imperial) [10] **O3:** 2 (0:00) [10]

#13-I TUG Baruu **Mother:** 6 **Difficulty:** All
Start: Always, 0:50, 14 **Stop:** None **Waves:** 0, 1 **Special:** None
Weapons: Normal **AI:** Vet **Form:** Line Abreast Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 19 (24, 0:05, 1x) [10] **O2:** 21 (4:25) [10] **O3:** 2 (0:00) [10]

#14-I TUG Hord **Mother:** 6 **Difficulty:** All
Start: Always, 0, No **Stop:** None **Waves:** 0, 1 **Special:** None
Weapons: Normal **AI:** Novice **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 19 (24, 0:10, 1x) [10] **O2:** 21 (4:50) [10] **O3:** 2 (0:00) [10]

#15-I GUN Nu **Mother:** None **Difficulty:** Easy
Start: Always, 1:40, No **Stop:** None **Waves:** 0, 4 **Special:** None
Weapons: 2x M, T **AI:** Top Ace **Form:** Diamond Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (30 & Rebel GNS) [10] **O2:** 8 (Neutral & Rebel GNS) [10] **O3:** 8 (Rebel & GNS & Neutral) [10]

#16-I GUN Pi **Mother:** None **Difficulty:** All
Start: Reinforced, 1:40, No **Stop:** None **Waves:** 0, 4 **Special:** None
Weapons: 2x M, T **AI:** Top Ace **Form:** Diamond Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 11 (6) [10] **O2:** 11 (7) [10] **O3:** 8 (Rebel & GNS or Neutral) [10]

#17-R Y-W Blue **Mother:** None **Difficulty:** All
Start: Always, 4:10, No **Stop:** None **Waves:** 0, 3 **Special:** None
Weapons: Torps **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (20, 22) [10] **O2:** 8 (6, 7) [10] **O3:** 8 (1) [10]

#18-R Y-W Gold **Mother:** None **Difficulty:** Hard
Start: Always, 0:25, 1 **Stop:** None **Waves:** 0, 2 **Special:** None
Weapons: Torps **AI:** Top Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (5, 22) [10] **O2:** 8 (5, 20) [10] **O3:** 8 (1) [10]

#19-R A-W Blue **Mother:** None **Difficulty:** All
Start: Always, 3:45, No **Stop:** None **Waves:** 0, 2 **Special:** None
Weapons: Missiles **AI:** Vet **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (T/B, Imperial & GNP) [8] **O2:** 8 (Imperial) [8] **O3:** 2 (0:00) [6]

#20-I CN/B SI-78 (base sup.)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#21-I CN/B SI-79 (base sup.)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#22-I CN/C DI-49 (base sup.)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#23-I FRT Layter (base sup.)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 2 (0:05) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 2 (0:00) [10]
Difficulty: Medium
Waves: 0, 2
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#24-I SPC Soonya (base sup.)
Start: Mis. Compl., 1:40, No
Weapons: Normal
Win 1: 0
O1: 13 (6, 0:45, 1x) [10]
Mother: 6
Stop: None
AI: Novice
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#25-I TRN Soryi
Start: Disabled, 0:25, 27
Weapons: Normal
Win 1: 0
O1: 16 (29, 0:20, 1x) [10]
Mother: 6
Stop: None
AI: Novice
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#26-N TRN Maaser
Start: Capture, 0, 5
Weapons: Torps
Win 1: 0
O1: 8 (5, 22) [9]
Mother: None
Stop: Win1
AI: Top Ace
Win2: 0
O2: 8 (6) [10]
Difficulty: Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#27-R SHU Shakker (officers)
Start: ID'd or Captured, 0, 28
Weapons: Normal
Win 1: 0
O1: 4 (1, 1x) [9]
Mother: 30
Stop: None
AI: Top Ace
Win2: Captured
O2: 2 (1:00) [9]
Difficulty: All
Waves: 0, 1
Form: Line Astern
Bonus: ID'd 1300
O3: 2 (0:00) [10]
Special: 1
Talk Off

#28-R M/CRV Moori
Start: Always, 3:45, No
Weapons: Missiles
Win 1: 0
O1: 23 (10x) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 27 (6, 22) [10]
Difficulty: All
Waves: 0, 2
Form: Echelon Left
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#29-R M/CRV Runeer
Start: Always, 1:15, No
Weapons: Missiles
Win 1: 0
O1: 23 (5, 10x) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (6, 22) [10]
Difficulty: Hard
Waves: 0, 2
Form: Echelon Right
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#30-N SHU Proto
Start: Created, 4:35, 26
Weapons: Missiles
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: Win1
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 1, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#31-N Y-W Gold
Start: Created, 2:05, 28
Weapons: Torps
Win 1: 0
O1: 8 (5, 20) [9]
Mother: None
Stop: Win1
AI: Ace
Win2: 0
O2: 8 (6) [10]
Difficulty: Hard
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

Battle 3 Mission 5

__*#1-I__ T/B Alpha [1]
Start: Always, 0, No
Weapons: 2x M, T Adv. M
Win 1: 0
O1: 11 (TRN) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral or Rebel) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#2-I T/B Theta
Start: Reinforced, 0:25, No
Weapons: 2x M, T Adv. M
Win 1: 0
O1: 8 (A-W, X-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (X-W, Rebel) [10]
Difficulty: All
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#3-I T/B Beta
Start: Reinforced, 0:50, No
Weapons: 2x M, T Adv. M
Win 1: 0
O1: 8 (A-W, X-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (X-W, Rebel) [10]
Difficulty: Easy
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/I Gamma
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (Y-W, B-W) [10]
Mother: 6
Stop: Win1
AI: Top Ace
Win2: 0
O2: 8 (Neutral, Rebel) [10]
Difficulty: All
Waves: 1, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#5-I PLT NL-1 (Cmdr Scott)
Start: Always, 0, No
Weapons: Missiles
Win 1: Survive
O1: 27 (Rebel, Neutral) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (Rebel, Neutral) [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 27 (Rebel, Neutral) [0]
Special: None
Talk Off

#6-I M/FRG Ludwick (Cmdr Buckeye)
Start: Always, 0, No
Weapons: Normal
Win 1: Survive
O1: 23 (10x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (Rebel, Neutral) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: None
Talk Off

#7-I T/B Iota
Start: Destroyed, 0:25, 10
Weapons: Missiles
Win 1: 0
O1: 8 (Rebel) [9]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Neutral) [10]
Difficulty: All
Waves: 9, 6
Form: Line Abreast
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#8-R A-W Red
Start: Created, 3:05, 10
Weapons: 1/2 M, T
Win 1: 0
O1: 8 (Imperial & GNS) [8]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (1) [8]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#9-R A-W Blue
Start: Created, 3:55, 10
Weapons: 1/2 M, T
Win 1: 0
O1: 8 (Imperial & GNS) [8]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial & GNS) [9]
Difficulty: >Easy
Waves: 0, 3
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#10-I VSD Stalwart (Cmdr Maloc)
Start: Always, 2:55, No
Weapons: Missiles
Win 1: 0
O1: 22 (10:50) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [3]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:15) [3]
Special: None
Talk Off

#11-I T/B Eta
Start: Attacked, 0, 12
Weapons: Missiles
Win 1: 0
O1: 11 (12, 14) [9]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel or Neutral) [10]
Difficulty: All
Waves: 9, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#12-I TRN Sigma (staff & Thrawn)
Start: Created, 0:25, 10
Weapons: Missiles
Win 1: Complete (special)
O1: 2 (0:00) [10]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: 2
Talk Off

#13-I SHU Reef (officers & advisors)
Start: Complete, 1:40, No
Weapons: Missiles
Win 1: 0
O1: 2 (0:00) [0]
Mother: 10
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: None
Talk Off

#14-I TRN Omega (Thrawn)
Start: Destroyed, 0:25, 21 and 19
Weapons: Normal
Win 1: Complete
O1: 2 (0:00) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: 1
Talk Off

#15-I TRN Resupply (warheads)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 13 (1,(0:10, 2x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk Off

#16-R Y-W Blue
Start: Destroyed, 0:50, 9
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#17-R A-W Gold
Start: Created, 4:45, 10
Weapons: 1/2 M, T
Win 1: 0
O1: 8 (14 & GNS) [8]
Mother: None
Stop: Destroyed (12)
AI: Officer
Win2: 0
O2: 8 (Imperial & GNS) [9]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-N SHU Gamer
Start: Destroyed, 0:25, 23
Weapons: Torps
Win 1: 0
O1: 8 (14, 4) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (12, 14) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: Destroyed 700
O3: 2 (0:00) [10]
Special: None
Talk Off

#19-R X-W Gold
Start: Destroyed, 0:50, 17
Weapons: Torps
Win 1: 0
O1: 8 (TRN) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [9]
Difficulty: All
Waves: 0, 2
Form: Line Astern
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#20-R X-W Blue
Start: Destroyed, 0:25, 19
Weapons: Torps
Win 1: 0
O1: 8 (TRN) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [9]
Difficulty: Hard
Waves: 0, 2
Form: Line Astern
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#21-R X-W Red
Start: Destroyed, 0:25, 8
Weapons: Torps
Win 1: 0
O1: 8 (TRN, 23) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (1, Imperial) [9]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#22-R X-W Yellow
Start: Destroyed, 0:25, 21
Weapons: Torps
Win 1: 0
O1: 8 (5, 23) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (1, Imperial) [9]
Difficulty: Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#23-N SHU Bliss
Start: Created, 2:15, 14
Weapons: Normal
Win 1: 0
O1: 8 (14) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: Destroyed 300
O3: 2 (0:00) [10]
Special: None
Talk Off

#24-N SHU Noway
Start: Destroyed, 0, 18
Weapons: Torps
Win 1: 0
O1: 8 (14, 12) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: Destroyed 600
O3: 2 (0:00) [10]
Special: None
Talk Off

Battle 3 Mission 6

***#1-I** GUN Tau [1]
Start: Always, 0, No
Weapons: Torps
Win 1: **Win2:**
O1: 8 (TRN) [9]
Mother: 11
Stop: None
AI: Ace
Bonus:
O2: 8 (Neutral or Rebel) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Loss:
O3: 2 (0:00) [10]
Special: None
Talk Off

#2-I T/B Theta
Start: Reinforced, 0:25, No
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, TRN) [10]
Mother: 8
Stop: None
AI: Ace
Win2: 0
O2: 8 (TRN. Z-95) [10]
Difficulty: All
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk On

#3-I T/B Alpha
Start: Reinforced, 0:50, No
Weapons: Torps
Win 1: 0
O1: 8 (B-W, TRN) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (TRN. Z-95) [10]
Difficulty: Easy
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/I Gamma
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 8 (Y-W, B-W) [10]
Mother: 11
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (TRN. Z-95) [10]
Difficulty: All
Waves: 1, 2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#5-I SHU Luft (staff)
Start: Always, 1:15, No
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [7]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#6-I TRN Clue (staff)
Start: Always, 1:40, No
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [7]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#7-I TRN Shark (troopers)
Start: Disabled, 0:25, 26 or 27
Weapons: Normal
Win 1: 0
O1: 16 (26 or 27, 0:15, 1x) [10]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: Boards/Docks 2600
O3: 2 (0:00) [10]
Special: None
Talk Off

#8-I PLT NL-1 (Cmdr Scott)
Start: Always, 0, No
Weapons: Missiles
Win 1: Survive
O1: 22 (21:15) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 22 (21:15) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 22 (21:15) [10]
Special: None
Talk Off

#9-I PTR Ranger 1 (Cmdr Scott)
Start: Always, 0, No
Weapons: Missiles
Win 1: Survive
O1: 1 [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#10-I PTR Ranger 2 (Cmdr Scott)
Start: Always, 0, No
Weapons: Missiles
Win 1: Survive
O1: 1 [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#11-I M/FRG Ludwick (Cmdr Buckeye)
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 23 (10x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 27 (11) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 22 (1, 0:40) [2]
Special: None
Talk Off

#12-I VSD Stalwart
Start: Always, 0, No
Weapons: Normal
Win 1: 0
O1: 29 [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [3]
Special: None
Talk Off

#13-R X-W Red
Start: Attacked, 0, 28
Weapons: Torps
Win 1: 0
O1: 8 (8) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: >Easy
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#14-R X-W Red
Start: Attacked, 0, 30
Weapons: Torps
Win 1: 0
O1: 8 (8) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (1) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#15-R A-W Blue
Start: Destroyed, 0:25, 13 or 20
Weapons: Missiles
Win 1: 0
O1: 8 (11) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0, 3 (1:15)
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#16-I A-W Blue
Start: Destroyed, 0:25, 14 or 21
Weapons: Normal
Win 1: 0
O1: 8 (11) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 3 (1:15)
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#17-I CRV Stallion
Start: Created, 0:25, 18
Weapons: Normal
Win 1: 0
O1: 27 (Rebel) [2]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#18-I VSD Stalwart
Start: Destroyed, 1:40, Rebel TRN
Weapons: Normal
Win 1: Created
O1: 27 (Rebel) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#19-I FRG Gaarni
Start: Created, 3:45, 18
Weapons: Normal
Win 1: 0
O1: 27 (Rebel) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#20-R B-W Blue
Start: Created, 3:45, 28
Weapons: Torps
Win 1: 0
O1: 8 (8) [1]
Mother: None
Stop: Win1
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#21-R B-W Blue
Start: Created, 1:40, 20
Weapons: Torps
Win 1: 0
O1: 8 (8) [1]
Mother: None
Stop: Win1
AI: Novice
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#22-I FRT Sivaa (walkers & weapons)
Start: Created, 1:15, 18
Weapons: Normal
Win 1: 0
O1: 3 (1x) [1]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 21 (21:15) [2]
Difficulty: All
Waves: 0, 3
Form: Line Abreast
Bonus: 0
O3: 21 (21:15) [10]
Special: Random
Talk Off

#23-R A-W Gold 1
Start: Created, 3:30, 28
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#24-R A-W Gold 1
Start: Created, 2:30, 30
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#25-R ATR Taxel
Start: Destroyed, 0, 28
Weapons: Torps
Win 1: 0
O1: 8 (8) [9]
Mother: None
Stop: Win1
AI: Ace
Win2: 0
O2: 8 (11) [10]
Difficulty: Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#26-R SHU Electra
Start: Always, 3:30, No
Weapons: Normal
Win 1: 0
O1: 4 (1x) [5]
Mother: 28
Stop: None
AI: Top Ace
Win2: Captured
O2: 2 (0:00) [9]
Difficulty: >Easy
Waves: 0, 1
Form: Line Astern
Bonus: ID'd 300
O3: 2 (0:00) [10]
Special: None
Talk Off

#27-R SHU Electra
Start: Always, 3:30, No
Weapons: Normal
Win 1: 0
O1: 4 (1x) [5]
Mother: 30
Stop: None
AI: Top Ace
Win2: Captured
O2: 2 (0:00) [9]
Difficulty: Easy
Waves: 0, 1
Form: Line Astern
Bonus: ID'd 300
O3: 2 (0:00) [10]
Special: None
Talk Off

#28-R ATR Thunder
Start: Always, 3:20, No
Weapons: 2x M, Heavy Torps
Win 1: 0
O1: 23 (10x) [9]
Mother: None
Stop: Win1
AI: Top Ace
Win2: 0
O2: 27 (11) [9]
Difficulty: >Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#29-R TRN Rover
Start: Always, 2:00, No
Weapons: 1/2 M, T
Win 1: 0
O1: 8 (9, 10, 8) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [9]
Difficulty: >Easy
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#30-R ATR Thunder
Start: Always, 3:20, No
Weapons: Torps
Win 1: 0
O1: 23 (8, 10x) [9]
Mother: None
Stop: Win1
AI: Officer
Win2: 0
O2: 27 (11) [9]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#31-R SHU Clipper
Start: Created, 0, 25
Weapons: Normal
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#32-R Y-W Gold
Start: Destroyed, 0:25, 28
Weapons: Torps
Win 1: 0
O1: 12 (8) [9]
Mother: None
Stop: Win1
AI: Ace
Win2: 0
O2: 8 (11) [10]
Difficulty: Hard
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

BATTLE FOUR MISSIONS

Battle 4 Mission 1

***#1-I** T/F Alpha [2]
Start: Always, 0, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (Neutral, Fighters) [9]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (o:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#2-I T/F Beta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Neutral, Fighters) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#3-I T/F Gamma
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Neutral, Fighters) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#4-N CARG Verack (Exp Tech)
Start: Always, 0, 1
Weapons: Normal
Win 1: Boards/Docks, 50%
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Ace
Win2: ID'd
O2: 13 (6, 0:45, 1x) [10]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 2 (2:45) [10]
Special: Random
Talk Off

#5-N CARG Stimner (Hyper Tech 2x)
Start: Always, 0, 1
Weapons: Normal
Win 1: Boards/Docks, 50%
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Ace
Win2: ID'd
O2: 13 (6, 0:45, 1x) [10]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 2 (0:00) [10]
Special: Random
Talk Off

#6-I M/FRG Shamus (Zaarin)
Start: Always, 6:35
Weapons: Normal
Win 1: Survive
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 7 (4, 5, 2x) [2]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 24 (1, 20, 0:10) [0]
Special: No
Talk Off

#7-I T/I Zeta
Start: Created, 1:15, 6
Weapons: Normal
Win 1: 0
O1: 8 (Neutral2) [9]
Mother: 6
Stop: None
AI: Officer
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#8-I T/I Iota
Start: Destroyed, 0, 7
Weapons: Normal
Win 1: 0
O1: 8 (Neutral2) [9]
Mother: 6
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#9-I T/B Eta
Start: Created, 2:30, 6
Weapons: Torps
Win 1: 0
O1: 8 (19, 20) [9]
Mother: 6
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#10-I T/B Psi
Start: Destroyed, 0, 9
Weapons: Torps
Win 1: 0
O1: 8 (20, 19) [9]
Mother: 6
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#11-N Y-W Red
Start: Always, 0:50
Weapons: Missiles
Win 1: 0
O1: 8 (T/F, GNP) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial, GNS) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 (1) [10]
Special: No
Talk Off

#12-N Y-W Scarlet
Start: Destroyed, 0:50, 18, 11
Weapons: 1/2 M, Torpsl
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-N Z-95 Red
Start: Created, 0:50, 19
Weapons: Normal
Win 1: 0
O1: 8 (T/F, GNP, 1) [10]
Mother: 19
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 2,2
Form: Line Ast
Bonus: 0
O3: 8 (1) [10]
Special: No
Talk Off

#14-N Y-W Blue
Start: Destroyed, 1:40, 11
Weapons: 1/2 M, Torps
Win 1: 0
O1: 8 (Frt, GNS, Frg) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#15-N Y-W Gold
Start: Always, 1:40, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/F GNS, Frg) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (5,4) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 (1) [10]
Special: No
Talk Off

#16-N Z-95 Gold
Start: Created, 0:50, 20
Weapons: Normal
Win 1: 0
O1: 8 (T/F GNS, 1) [10]
Mother: 20
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (5,4) [10]
Difficulty: Hard
Waves: 4,2
Form: Line Ast
Bonus: 0
O3: 8 (1) [10]
Special: No
Talk Off

#17-N Y-W Yellow
Start: Destroyed, 0, 15
Weapons: 1/2 M, Torps
Win 1: 0
O1: 8 (Frt, Frg) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 2,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#18-N Y-W Striker
Start: Destroyed, 0:25, 17
Weapons: 1/2 M, Torps
Win 1: 0
O1: 8 (Frt, GNS Frg) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial, GNS) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#19-N CRV Charger 1 (Nharwaak)
Start: Always, 2:30, 1
Weapons: Normal
Win 1: 0
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: ID'd, 450
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-N CRV Charger 2 (Nharwaak)
Start: Always, 2:30, 1
Weapons: Normal
Win 1: 0
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: ID'd, 450
O3: 2 (0:00) [10]
Special: No
Talk Off

#21-N Mylok IV
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#22-I M/CRV Nihema
Start: Reinforced, 0:50
Weapons: Normal
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 24 (24, 0:40) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (2:25) [10]
Special: No
Talk Off

#23-I GUN Tau
Start: Created, 0:25, 22
Weapons: 2xM, Torps, AdM
Win 1: 0
O1: 8 (Y-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: <Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#24-I T/B Delta
Start: Created, 0:25, 22
Weapons: 2xM, Torps, AdM
Win 1: 0
O1: 8 (Crv) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0,3
Form: Line Ast
Bonus: 0
O3: 11 (Position 40) [10]
Special: No
Talk On

Battle 4 Mission 2

***#1-I** T/B Alpha [2]
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (Crv) [9]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#2-I T/B Beta
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (Crv) [9]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#3-I GUN Mu 1
Start: Reinforced, 0:25
Weapons: 2xM, Torps, AdvTorps
Win 1: 0
O1: 8 (Crv) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#4-I GUN Nu 1
Start: Reinforced, 0:00
Weapons: 2xM, Torps, AdvTorps
Win 1: 0
O1: 8 (Crv) [10]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Neutral) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#5-I T/B Gamma
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (Neutral) [9]
Mother: 7
Stop: None
AI: Veteran
Win2: 0
O2: 1 [10]
Difficulty: Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#6-I T/I Delta
Start: Destroyed, 0, 5
Weapons: Normal
Win 1: 0
O1: 8 (Neutral, 16) [9]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#7-I M/FRG Shamus
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 23 (1x) [9]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 27 (Neutral) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#8-N CN/B Junker (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#9-N CON Hume (Crew & Crew Qtrs)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#10-N CON Workshop (Machinery)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#11-N CN/B Repo (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#12-N CRV Petor (Torps)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (0:25) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [4]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-N CRV Petor (Torps)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (1:00) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [2]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [3]
Special: No
Talk Off

#14-N CRV Shotgun (Torps)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (0:20) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [4]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#15-N CRV Shotgun (Missiles)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 22 (1:00) [0]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 23 (1x) [4]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#16-N TRN Sunbird
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 8 (7) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#17-N Y-W Blue 1
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 [10]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#18-N Y-W Gold
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (7) [9]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 8 [10]
Difficulty: Hard
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#19-N Y-W Blue
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 8 [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-N Y-W Red
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#21-N Y-W Red 2
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 [10]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#22-N Y-W Red 2
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: 50% Hull Dmg
AI: Novice
Win2: 0
O2: 8 [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#23-N SHU Pamir 1 (Pilots)
Start: Always, 0, 1
Weapons: Torps
Win 1: Destroyed
O1: 13 (20, 21, 0:05, 2x) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#24-N SHU Pamir 2(Pilots)
Start: Always, 0, 1
Weapons: Normal
Win 1: Destroyed
O1: 13 (17, 26, 0:05, 3x) [9]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#25-N Y-W Blue 2
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#26-N Y-W Blue 3
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: Missiles Out
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

Battle 4 Mission 3

***#1-I** T/B Alpha [1]
Start: Always, 0, 1
Weapons: 2x M, T
Win 1: 0
O1: 8 (Neutral) [9]
Mother: 5
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#2-I T/B Beta
Start: Always, 0, 1
Weapons: 2x M, T
Win 1: 0
O1: 8 (Neutral) [9]
Mother: 5
Stop: None
AI: Vet
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk On

#3-I T/B Gamma
Start: Always, 0, 1
Weapons: 2x M, T
Win 1: 0
O1: 8 (Neutral) [9]
Mother: 5
Stop: None
AI: Vet
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk On

#4-I T/I Zeta
Start: Destroyed, 0, 2 or 3
Weapons: Normal
Win 1: 0
O1: 8 (Neutral) [9]
Mother: 5
Stop: None
AI: Vet
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 3, 3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk On

#5-I M/CRV Phoenix (Cmdr Mariin)
Start: Always, 0, 1
Weapons: Normal
Win 1: Survive
O1: 27 (Neutral) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 27 (Neutral) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#6-N1 CON Order 5 (tech)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk Off

#7-N1 CON Order 1 (parts & research)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0, 2
Form: Stacked
Bonus: 0
O3: 8 [10]
Special: None
Talk Off

#8-N1 CON Order 3 (weapons)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk Off

#9-N1 CON Order 4 (supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk Off

#10-N1 CRV Notz
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 23 (10x) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 27 (Neutral) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#11-N1 CRV Phalanx
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 23 (10x) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 27 (Neutral) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#12-N1 TRN Runner
Start: Always, 0, 21
Weapons: Torps
Win 1: Boards/Docks
O1: 14 (CON, 0:45, 1x) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#13-N2 Y-W Grey
Start: Destroyed, 0, 19
Weapons: Torps
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Medium
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#14-N2 Y-W Yellow
Start: Destroyed, 0, 19
Weapons: Torps
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Medium
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#15-N2 Y-W Grey
Start: Destroyed, 4:10, 19
Weapons: 2x M, T, Adv. M
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 4
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#16-N2 Y-W Grey
Start: Destroyed, 0, 20
Weapons: Torps
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#17-N2 Y-W Red
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-N2 Y-W Red
Start: Always, 0, 1
Weapons: 1/2 M, T
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#19-N2 Y-W Gold
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (N1) [10]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#20-N2 Y-W Gold
Start: Always, 0, 1
Weapons: 1/2 M, T
Win 1: 0
O1: 8 (N1) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#21-N1 SHU Doyle (work crew)
Start: Always, 0, 1
Weapons: Torps
Win 1: Boards/Docks
O1: 14 (7, 0:10, 1x) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#22-N1 SHU Sgidek
Start: Always, 0, 1
Weapons: Normal
Win 1: Boards/Docks
O1: 14 (7, 0:15, 1x) [9]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#23-N2 Y-W Baker
Start: Destroyed, 0, 17
Weapons: Torps
Win 1: 0
O1: 8 (N1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#24-N2 Y-W Baker
Start: Destroyed, 0:25, 18
Weapons: Torps
Win 1: 0
O1: 8 (N1) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#25-N2 Y-W Blue
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Medium
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#26-N2 Y-W Blue
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0, 2
Form: Vertical
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#27-N2 Y-W Blue
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (N1) [9]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#28-N2 Mylock IV
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: Wait for Board (1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#29-I M/FRG Shamus (Zaarin)
Start: Destroyed, 1:15, 5
Weapons: Normal
Win 1: 0
O1: Wait for Board (1x) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#30-I T/B Theta
Start: Attacked, 0:50, 29
Weapons: Missiles
Win 1: 0
O1: 11 (29) [9]
Mother: 29
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (N2) [10]
Difficulty: All
Waves: 0, 6
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#31-I GUN Mu
Start: Reinforced, 0:50, No
Weapons: Missiles
Win 1: 0
O1: 8 (N2) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (N2) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#32-I GUN Nu
Start: Reinforced, 0:50, No
Weapons: Missiles
Win 1: 0
O1: 8 (Y-W) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (N2) [10]
Difficulty: Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

Battle 4 Mission 4

***#1-I** T/I Alpha [2]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (N2) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk Off

#2-I T/I Delta
Start: Reinforced, 0:50, 1
Weapons: Missiles
Win 1: 0
O1: 8 (N2) [9]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 11 (Player) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#3-I T/I Beta
Start: Reinforced, 0:25, 1
Weapons: Missiles
Win 1: 0
O1: 8 (N2) [9]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 11 (Player) [10]
Difficulty: Easy
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk On

#4-I T/B Zeta
Start: Destroyed, 0, 5
Weapons: Torps
Win 1: 0
O1: 8 (N2-CRV) [9]
Mother: 7
Stop: None
AI: Vet
Win2: 0
O2: 8 (N2) [10]
Difficulty: All
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#5-I T/B Gamma
Start: Destroyed, 0, 6
Weapons: Torps
Win 1: 0
O1: 8 (N2-CRV) [9]
Mother: 7
Stop: None
AI: Vet
Win2: 0
O2: 8 (N2) [10]
Difficulty: All
Waves: 1, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#6-I T/B Iota
Start: Destroyed (T/B) or Attacked, 0, 7
Weapons: Missiles
Win 1: 0
O1: 8 (N2-CRV) [9]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (N2) [10]
Difficulty: All
Waves: 1, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#7-I M/FRG Shamus (Zaarin)
Start: Always, 0, 1
Weapons: Normal
Win 1: Survive
O1: 24 (0:00) [0]
Mother: None
Stop: None
AI: Vet
Win2: 0
O2: 23 (1x) [3]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:40) [2]
Special: None
Talk Off

#8-N2 Y-W Ram
Start: Destroyed, 0:50, 9
Weapons: Missiles
Win 1: 0
O1: 8 (15) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (N1) [10]
Difficulty: All
Waves: 1, 3
Form: Vertical
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#9-N2 Y-W Star
Start: Capture, 0, 15
Weapons: Torps
Win 1: 0
O1: 8 (15) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (N1) [10]
Difficulty: All
Waves: 1, 3
Form: Vertical
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#10-N2 CRV Phazer 1
Start: Always, 1:00, 1
Weapons: Normal
Win 1: 0
O1: 27 (N1) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: Medium
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk Off

#11-N2 CRV Phazer 3
Start: Always, 1:00, 1
Weapons: Missiles
Win 1: 0
O1: 27 (N1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 8 [10]
Special: None
Talk Off

#12-N2 CRV Phazer 2
Start: Always, 1:00, 1
Weapons: Normal
Win 1: 0
O1: 27 (N1) [10]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [10]
Difficulty: <Hard
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#13-N2 CRV Phazer 4
Start: Always, 1:00, 1
Weapons: 2x M, T, Heavy T
Win 1: 0
O1: 27 (N1, 15) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: Hard
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#14-I ATR Trident (reload)
Start: Been Boarded, 0, 1
Weapons: Missiles
Win 1: 0
O1: 13 (Player, 0:05, 3x) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 4 (1x) [7]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#15-N1 FRG Lendova
Start: Always, 0:25, 1
Weapons: Normal
Win 1: Survive
O1: 22 (1:10) [3]
Mother: None
Stop: Created (29)
AI: Vet
Win2: 0
O2: 22 (19, 0:00) [2]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#16-N2 Y-W Blue
Start: Always, 3:25, 21
Weapons: Torps
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#17-N2 Y-W Yellow
Start: Always, 4:20, 1
Weapons: Torps
Win 1: 0
O1: 8 (15) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (T/I) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#18-N2 Y-W Gold
Start: Always, 1:00, 1
Weapons: Torps
Win 1: 0
O1: 8 (15) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (T/B) [10]
Difficulty: All
Waves: 0, 3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#19-N1 SHU Fairfax (diplomats)
Start: Created, 0:50, 15
Weapons: Normal
Win 1: Was Boarded
O1: 3 (1x) [9]
Mother: 15
Stop: None
AI: Top Ace
Win2: 0
O2: Wait for Board (20, 1x)
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#20-I SHU Nexus (diplomats)
Start: Always, 1:40, 1
Weapons: Normal
Win 1: Complete
O1: 15 (17 & 21, 3:00, 1x) [9]
Mother: 7
Stop: None
AI: Vet
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#21-N2 Y-W Red
Start: Always, 4:20, 1
Weapons: Torps
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (N1) [10]
Difficulty: All
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#22-N2 Y-W Scarlet
Start: Always, 3:05, No
Weapons: Torps
Win 1: 0
O1: 8 (20) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 2 (0:40) [10]
Difficulty: >Easy
Waves: 0, 2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#23-N2 Mylok IV
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: Wait for Board (1x) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#24-I M/FRG Shamus 2
Start: Destroyed, 1:15, 7
Weapons: Normal
Win 1: 0
O1: 24 (1, 0:15) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: None
Talk Off

#25-I T/B Theta
Start: Attacked, 1:15, 24
Weapons: Missiles
Win 1: 0
O1: 8 (N2) [9]
Mother: 24
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0, 6
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#26-N1 TRN Ferry 1 (hyper tech)
Start: Was Boarded, 2:30, 19
Weapons: Missiles
Win 1: Complete
O1: 2 (0:00) [10]
Mother: 15
Stop: None
AI: Top Ace
Win2: ID'd
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#27-N1 TRN Ferry 2 (hyper tech)
Start: Was Boarded, 4:10, 19
Weapons: Missiles
Win 1: Complete
O1: 2 (0:00) [10]
Mother: 15
Stop: None
AI: Top Ace
Win2: ID'd
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#28-N1 TRN Ferry 3 (hyper tech)
Start: Was Boarded, 1:50, 19
Weapons: Missiles
Win 1: Complete
O1: 2 (0:00) [10]
Mother: 15
Stop: None
AI: Top Ace
Win2: ID'd
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

#29-N1 TRN Ferry 4 (exp tech)
Start: Was Boarded, 3:30, 19
Weapons: Missiles
Win 1: Complete
O1: 2 (0:00) [10]
Mother: 15
Stop: None
AI: Top Ace
Win2: ID'd
O2: 1 [10]
Difficulty: All
Waves: 0, 1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: None
Talk Off

Battle 4 Mission 5

***#1-I** GUN Tau [1]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Neutral) [9]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 8 [10]
Special: No
Talk Off

#2-I T/B Gamma
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Crv) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Y-W) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#3-I T/B Delta
Start: Destroyed, 0, 4
Weapons: Torps
Win 1: 0
O1: 8 (Crv, 13) [9]
Mother: 6
Stop: None
AI: Ace
Win2: 0
O2: 8 (Rebel) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#4-I T/B Zeta
Start: Reinforced, 0:25
Weapons: 2xM, Torps, AdvM
Win 1: 0
O1: 8 (13, Crv) [9]
Mother: 6
Stop: None
AI: Ace
Win2: 0
O2: 10 (Neutral) [10]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#5-I T/B Eta
Start: Reinforced, 0:50
Weapons: 2xM, Torps, AdvM
Win 1: 0
O1: 8 (13, Crv) [9]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 10 (Neutral) [10]
Difficulty: Easy
Waves: 1,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk On

#6-I M/FRG Shamus (Zaarin)
Start: Always, 0,1
Weapons: Normal
Win 1: Survive
O1: 27 (13) [7]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 24 (0:40) [2]
Special: No
Talk Off

#7-R X-W Gold 1
Start: Attacked, 0:50, 13
Weapons: Torps
Win 1: 0
O1: 8 (2, 1) [10]
Mother: 13
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 2,1 [0:10}
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#8-R Y-W Red
Start: Attacked, 0:00, 13
Weapons: Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 13
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 1,2 [1:15]
Form: Stacked
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#9-N CRV Glazer
Start: Destroyed, 0:25, 19
Weapons: Torps
Win 1: 0
O1: 23 (1x) [2]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#10-N CRV Coffey
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 14 (13, 1:00, 1x) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#11-N CRV Janson
Start: Created, 0:25. 9
Weapons: Normal
Win 1: 0
O1: 14 (13, 0:50, 1x) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: >Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#12-R B-W Blue
Start: Always, 0
Weapons: Torps
Win 1: 0
O1: 8 (6) [1]
Mother: 13
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#13-R FRG Xerxes (Hyper Tech)
Start: Always, 0:25, 1
Weapons: Normal
Win 1: 0
O1: 22 (Imperial, 1, 1:10) [0]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 23 (1x) [3]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (2:10) [10]
Special: No
Talk Off

#14-R A-W Blue 1
Start: Always, 3:45, 14
Weapons: Missiles
Win 1: 0
O1: 8 (1) [9]
Mother: 13
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [9]
Difficulty: All
Waves: 1,1 [0:30]
Form: Vic
Bonus: 0
O3: 2 (0:00) [9]
Special: No
Talk Off

#15-R A-W Blue 1
Start: Always, 3:45
Weapons: Missiles
Win 1: 0
O1: 8 (1) [9]
Mother: 13
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [9]
Difficulty: All
Waves: 1,1 [0:30]
Form: Vic
Bonus: 0
O3: 2 (0:00) [9]
Special: No
Talk Off

#16-N Y-W Flash
Start: Always, 0
Weapons: Torps
Win 1: 0
O1: 8 (T/B) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (T/I) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#17-N Y-W Vite
Start: Destroyed, 1:15, 16
Weapons: Torps
Win 1: 0
O1: 8 (1) [9]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (T/B) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#18-R SHU Fonel
Start: Destroyed, 0:50, 13
Weapons: Normal
Win 1: 0
O1: 23 (1x) [9]
Mother: 13
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#19-R TRN Tela (Officers)
Start: Destroyed, 1:40, 13
Weapons: Torps
Win 1: 0
O1: 2 (0:15) [9]
Mother: 6
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:00) [9]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 500
O3: 2 (0:00) [10]
Special: No
Talk Off

#20-I TRN Sigma (Weapons)
Start: Always, 1:40
Weapons: Normal
Win 1: 0
O1: 13 (1, 0:15, 1x) [9]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 4 (49x) [7]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-N Y-W Strike
Start: Attacked, 1:15, 10
Weapons: Torps
Win 1: 0
O1: 12 (6) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (6) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#22-N Y-W Blue
Start: Attacked, 1:00, 11
Weapons: Torps
Win 1: 0
O1: 12 (6) [9]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (6) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

#23-N Mylok IV
Start: Always, 0, 1
Weapons: LaserDmg, Torps
Win 1: 0
O1: 7 (1x) [9]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:00) [10]
Special: No
Talk Off

BATTLE FIVE MISSIONS

Battle 5 Mission 1

*#1-N T/I Gamma 1 [1]
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1[0]
Special: No
Talk Off

#2-N T/I Gamma 2
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 3 (1x) [10]
Mother: 7
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: Destroyed, 100
O3: 1[0]
Special: No
Talk Off

#3-N T/I Gamma 3
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 3 (1x) [10]
Mother: 7
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: Destroyed, 100
O3: 1[0]
Special: No
Talk Off

#4-N T/A H-Alpha
Start: Destroyed, 0, Mine or Created, 0, 9
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: 7
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 11 (8, Position 16, 1x) [10]
Difficulty: All
Waves: 3,3 [0:05]
Form: Vic
Bonus: Destroyed, 2000
O3: 1[0]
Special: No
Talk Off

#5-N T/A H-Delta
Start: Destroyed, 0, 4
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: 7
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 11 (8, Position 16, 1x) [10]
Difficulty: All
Waves: 3,3 [0:05]
Form: Vic
Bonus: Destroyed, 2000
O3: 1[0]
Special: No
Talk Off

#6-N T/B H-Beta
Start: Created, 0, 9
Weapons: Torps
Win 1: 0
O1: 8 (9, 1) [10]
Mother: 7
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 11 (8, Position 16, 1x) [10]
Difficulty: All
Waves: 1,3 [0:05]
Form: Vic
Bonus: Destroyed, 1000
O3: 1[0]
Special: No
Talk Off

#7-I VSD Protector
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 22 (1:20) [0]
Mother: None
Stop: Shields Out
AI: Top Ace
Win2: 0
O2: 27 (1) [2]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1[0]
Special: No
Talk Off

#8-N SHU Lambda (Officer)
Start: Created, 1:40, 18
Weapons: Normal
Win 1: 0
O1: 2 (0:00) [10]
Mother: 7
Stop: 50% Hull Dmg
AI: Ace
Win2: ID'd
O2: 1[0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 500
O3: 1[0]
Special: No
Talk Off

#9-I M/FRG Osprey (Sec.Order)
Start: Reinforced, 2:05, 1 or ID'd Con3
Weapons: Adv Missiles
Win 1: 0
O1: 24 (T/A, T/B, X-W, 0:05) [2]
Mother: None
Stop: Shields Out
AI: Ace
Win2: Created
O2: 1[0]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: 0
O3: 29 [10]
Special: No
Talk Off

#10-I T/I Theta
Start: Created, 1:40, 9
Weapons: Adv Missiles
Win 1: 0
O1: 8 (T/A, T/B, X-W, 8) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1[0]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 1[0]
Special: No
Talk On

#11-I T/I Iota
Start: Created, 1:40, 10
Weapons: Shield Sys, Adv M
Win 1: 0
O1: 8 (T/A, T/B, X-W, 8) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1[0]
Difficulty: All
Waves: 1,3
Form: Vic
Bonus: 0
O3: 1[0]
Special: No
Talk On

#12-R MINE Type 1A
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1[0]
Difficulty: <Hard
Waves: 0,2
Form: Vic
Bonus: Destroyed, 2500
O3: 1[0]
Special: No
Talk Off

#13-R MINE Type 1B
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1[0]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: Destroyed, 4000
O3: 1[0]
Special: No
Talk Off

#14-R MINE Type 1A
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1[0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 2500
O3: 1[0]
Special: No
Talk Off

#15-R MINE Type 1B
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1[0]
Difficulty: <Hard
Waves: 0,2
Form: Vic
Bonus: Destroyed, 4000
O3: 1[0]
Special: No
Talk Off

#16-R CN/D Chi (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1[0]**O2:** 1[0]
Mother: None
Stop: None
AI: Novice
Win2: ID'd
O3: 1[0]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: Destroyed, 100
Special: No
Talk Off

#17-R CN/D Psi (Supplies)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1[0] **O2:** 1[0]
Mother: None
Stop: None
AI: Novice
Win2: ID'd
O3: 1[0]
Difficulty: All
Waves: 0,2
Form: Dbl Ast
Bonus: Destroyed, 100
Special: No
Talk Off

#18-R CAL Margaret
Start: Created, 3:45, 9
Weapons: Normal
Win 1: 0
O1: 27 (1) [2]
Mother: None
Stop: Shields Out
AI: Officer
Win2: 0
O2: 29 [10]
Difficulty: All
Waves: 0,1
Form: Dbl Ast
Bonus: 0
O3: 1[0]
Special: No
Talk Off

#19-R X-W Blue
Start: Created, 1:40, 8
Weapons: Torps
Win 1: 0
O1: 11 (8, Position 1, 1x) [10]
Mother: 18
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: Destroyed, 1000
O3: 1[0]
Special: No
Talk Off

#20-R Y-W Red
Start: Created, 1:40, 8
Weapons: Torps
Win 1: 0
O1: 8 (9) [10]
Mother: 18
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: Destroyed, 1000
O3: 1[0]
Special: No
Talk Off

Battle 5 Mission 2

***#1-I** GUN Mu [2]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (B-W, Fighter, 17,18) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 8 (19, 13, 14, 15) [10]
Special: 1
Talk Off

#2-I GUN Rho 1
Start: Reinforced, 0:50, 1
Weapons: AdvTorps
Win 1: 0
O1: 8 (14,15, 16, 13) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (17, 18, 19) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 8 (B-W, Fighter) [10]
Special: No
Talk Off

#3-I GUN Rho 2
Start: Reinforced, 1:15, 1
Weapons: AdvTorps
Win 1: 0
O1: 8 (15, 16, 14) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (18, 19, 17) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 8 (B-W, Fighter) [10]
Special: No
Talk Off

#4-I GUN Rho 3
Start: Reinforced, 1:40, 1
Weapons: AdvTorps
Win 1: 0
O1: 8 (16, 14, 15) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (19, 17, 18) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-R PLT1 DS 5 (Supplies)
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 27 (1) [0]
Mother: None
Stop: None
AI: Veteran
Win2: ID'd
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-R B-W Red 1
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: Destroyed, 250
O3: 1 [0]
Special: No
Talk Off

#7-R B-W Red 2
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: Destroyed, 250
O3: 1 [0]
Special: No
Talk Off

#8-R B-W Red 3
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: Destroyed, 250
O3: 1 [0]
Special: No
Talk Off

#9-R Z-95 Wolf
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:55) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: Destroyed, 100
O3: 1 [0]
Special: No
Talk Off

#10-R Z-95 Wolf 3
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (1:10, 1) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: >Easy
Waves: 0,1
Form: Line Abrst
Bonus: Destroyed, 50
O3: 1 [0]
Special: No
Talk Off

#11-R Z-95 Wolf 4
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (1:00, 1) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: >Easy
Waves: 0,1
Form: Line Abrst
Bonus: Destroyed, 50
O3: 1 [0]
Special: No
Talk Off

#12-R CORT Cimigo
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:15) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: Destroyed, 2000
O3: 1 [0]
Special: No
Talk Off

#13-R CN/B Chi 1 (Ground Veh)
Start: Always, 0, 1
Weapons: Shields Off,Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-R CN/B Chi 2 (Ground Veh)
Start: Always, 0, 1
Weapons: Shields Off,Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-R CN/B Chi 3 (Ground Veh)
Start: Always, 0, 1
Weapons: Shields Off,Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: ID'd, 50
O3: 1 [0]
Special: No
Talk Off

#16-R CN/B Chi 4 (Ground Veh)
Start: Always, 0, 1
Weapons: Shields Off,Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: ID'd, 50
O3: 1 [0]
Special: No
Talk Off

#17-N CN/C Pi (Liquid Gas)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: ID'd 1 or more
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: ID'd, 100
O3: 1 [0]
Special: No
Talk Off

#18-R CN/E Xi (Water)
Start: Always, 0, 1
Weapons: Shields Off,Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: ID'd 1 or more
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Dbl Ast
Bonus: ID'd, 200
O3: 1 [0]
Special: No
Talk Off

#19-R CN/D Psi (Grain)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: ID'd 1 or more
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Stacked
Bonus: ID'd, 100
O3: 1 [0]
Special: No
Talk Off

#20-N VSD Protector (Treachery)
Start: Destroyed, 0, 6
Weapons: Normal
Win 1: 0
O1: 27 (1, Imperial) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Super Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: ID'd, 500
O3: 1 [0]
Special: No
Talk Off

#21-N T/A H-Alpha
Start: Created, 3:45, 20
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 20
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 4 (1, 51x) [10]
Difficulty: >Easy
Waves: 1,6
Form: Fing Four
Bonus: Destroyed, 1 or +, 500
O3: 1 [0]
Special: No
Talk Off

#22-N T/A H-Beta
Start: Created, 7:45, 20
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 20
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: Easy
Waves: 1,6
Form: Fing Four
Bonus: Destroyed, 1 or +, 500
O3: 1 [0]
Special: No
Talk Off

#23-R A-W Blue
Start: Created, 2:25, 20
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 20
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 1,6
Form: Vic
Bonus: Destroyed, 1 or +, 500
O3: 1 [0]
Special: No
Talk Off

#24-I PRB1 Deep Black
Start: Destroyed, 2:25, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: 20
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 1,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#25-I PRB1 Deep Black
Start: Destroyed, 2:25, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: 20
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 1,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-I PRB1 Deep Black
Start: Destroyed, 2:25, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: 20
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 1,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-I PRB1 Deep Black
Start: Destroyed, 2:25, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: 20
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 1,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Battle 5 Mission 3

***#1-I** GUN Mu [2]
Start: Always, 0, 1
Weapons: Heavy Torps
Win 1: 0
O1: 3 (1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (14, 15, 16, 17) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 8 (18, 1) [10]
Special: 1
Talk Off

#2-I GUN Rho (Charity)
Start: Reinforced, 0, 1
Special: No
Weapons: 2xM, Torps, Adv Torps
Win 1: 0
O1: 8 (14, 15, Frt, 18) [10]
Mother: None
Stop: Win 1 Success, 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (13, T/A) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 1 [0]
Talk Off

#3-R PLT DS 5 (Supplies)
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 27 (1) [0]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-R CN/E Pi (Supplies)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Dbl Ast
Bonus: ID'd when 1 or 1+, 100
O3: 1 [0]
Special: No
Talk Off

#5-N VSD Protector (Harkov)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 27 (1) [2]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: Attacked, 500
O3: 1 [0]
Special: No
Talk Off

#6-R HLF AAA Tow
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 19 (4, 0:15, 1x) [10]
Mother: 5
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#7-R HLF A1 Tow
Start: Destroyed, 1:00, 6
Weapons: Normal
Win 1: 0
O1: 19 (4, 0:15, 1x) [10]
Mother: 5
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#8-R HLF A2 Tow
Start: Destroyed, 1:00, 7 or MisCom, 7
Weapons: Normal
Win 1: 0
O1: 19 (4, 0:15, 1x) [10]
Mother: 5
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#9-N T/A H-Alpha
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 5
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 4 (1, 51x) [10]
Difficulty: >Easy
Waves: 1,3
Form: Ech Left
Bonus: Destroyed, 1 or 1+, 500
O3: 1 [0]
Special: No
Talk Off

#10-N T/A H-Beta
Start: Attacked, 0, 18
Weapons: Adv Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 5
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 4 (1, 51x) [10]
Difficulty: All
Waves: 1,3
Form: Ech Left
Bonus: Destroyed, 1 or 1+, 500
O3: 1 [0]
Special: No
Talk Off

#11-N T/A H-Gamma
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 5
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 1,3
Form: Ech Right
Bonus: Destroyed, 1 or 1+, 500
O3: 1 [0]
Special: No
Talk Off

#12-N T/A H-Delta
Start: Destroyed, 1:40, 10 or Attacked, 5
Weapons: Adv Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 5
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 1,3
Form: Ech Right
Bonus: Destroyed, 1 or 1+, 500
O3: 1 [0]
Special: No
Talk Off

#13-R A-W Blue
Start: Always, 1:40, 1
Weapons: Missiles
Win 1: 0
O1: 11 (14, Pos 1, Attack 1) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,3
Form: Vert
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#14-R FRT Karflo (Supplies)
Start: Always, 1:15, 1
Weapons: Normal
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Novice
Win2: ID'd, 1 or 1+
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-R CNVYR SoroSuub (Water & Hydrazine)
Start: Destroyed, 1:15, 14
Weapons: Normal
Win 1: 0
O1: 23 (1x) [6]
Mother: None
Stop: None
AI: Officer
Win2: ID'd, 1 or 1+
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: 2
Talk Off

#16-R CTRNS Morgath 1 (Spares)
Start: Capture or Destroyed, 1:15, 15
Weapons: Normal
Win 1: 0
O1: 23 (1x) [5]
Mother: None
Stop: None
AI: Officer
Win2: ID'd
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-R CTRNS Morgath 5 (Munitions)
Start: Capture or Destroyed, 2:05, 16
Weapons: Normal
Win 1: 0
O1: 23 (1x) [5]
Mother: None
Stop: None
AI: Officer
Win2: ID'd
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-R CRV Sundog (Troops)
Start: Attacked, 2:05, 17
Weapons: Normal
Win 1: 0
O1: 23 (1x) [8]
Mother: None
Stop: None
AI: Officer
Win2: ID'd, 1 or 1+
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Battle 5 Mission 4

***#1-I** T/A Mu [2]
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 8 (7,10, 8, 9) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/A, Neut3, Mine, Frt) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: 1
Talk Off

#2-I T/A Rho
Start: Reinforced, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 8 (8, 9, 10, 11) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (12, 13) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#3-I T/A Rho
Start: Destroyed or Mis Com, 0, 2
Weapons: Adv Missiles
Win 1: 0
O1: 8 (8, 10, 9, 11) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (12, 13) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-I T/A Rho
Start: Destroyed or Miss Com, 0, 3
Weapons: Adv Missiles
Win 1: 0
O1: 8 (8, 10, 9, 11) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (12, 13) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

5-R PLT DS 5 (Supplies)
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 27 (1) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-N VSD Protector (Harkov)
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 27 (1) [2]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-N T/A H-Beta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 4 (1, 51x) [10]
Difficulty: All
Waves: 0,2
Form: Ech Left
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-N T/A H-Gamma
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 4 (1, 51x) [10]
Difficulty: >Easy
Waves: 0,2
Form: Ech Left
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-N T/A H-Delta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-N T/A H-Eta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 0,2
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-N T/A H-Theta
Start: Destroyed, 1:40, 7
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#12-N T/A H-Iota
Start: Destroyed, 1:40, 7
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-N T/A H-Alpha
Start: Destroyed, 1:40, 7
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-R M/CRV Wurger (Troops)
Start: Always, 2:55
Weapons: Normal
Win 1: 0
O1: 27 (1, 2) [5]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: ID'd, 1 or 1+
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 2000
O3: 1 [0]
Special: No
Talk Off

#15-N SHU Toten (Harkov)
Start: Destroyed, 0, 7
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [10]
Mother: 6
Stop: Been Attacked
AI: Ace
Win2: ID'd
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Miss Com
O3: 1 [0]
Special: No
Talk Off

#16-N CARG Badger 1 (Mine 1s)
Start: Always, 0, 1
Weapons: Lasers Dmg
Win 1: 0
O1: 20 (0:05, 16) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 3000
O3: 1 [0]
Special: No
Talk Off

#17-N CARG Badger 2 (Mine 1s)
Start: Always, 0, 1
Weapons: Lasers Dmg
Win 1: 0
O1: 20 (0:05, 17) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 3000
O3: 1 [0]
Special: No
Talk Off

#18-N MINE Type 3
Start: Dropped Off, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [0]
Mother: 16
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-N MINE Type 3
Start: Dropped Off, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (1) [0]
Mother: 17
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Battle 5 Mission 5

***#1-I** GUN Mu [2]
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (17, Mine3) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 12 (23, 24, 25) [10]
Difficulty: All
Waves: 0,3
Form: Fing Four
Bonus: 0
O3: 8 (Neut3, 22, Rebel) [0]
Special: 1
Talk On

#2-I TRN Omega (ST-Troops)
Start: Always, 3:00, 1
Weapons: Heavy Torps
Win 1: 0
O1: 12 (13, 23, 24, 25) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 16 (13, 0:15, 1x) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 16 (23, 24, 25, 0:15, 1x) [10]
Special: No
Talk On

#3-I TRN Omega 5 (ST-Troops)
Start: Destroyed, 1:40, 2
Weapons: Heavy Torps
Win 1: 0
O1: 12 (13, 23, 24, 25) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 16 (13, 0:15, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 16 (23, 24, 25, 0:40, 1x) [10]
Special: No
Talk On

#4-I TRN Omega 6 (ST-Troops)
Start: Destroyed, 1:40, 2
Weapons: Heavy Torps
Win 1: 0
O1: 12 (13,23, 24, 25) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 16 (13, 0:15, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 16 (23, 24, 25, 0:15, 1x) [10]
Special: No
Talk On

#5-I T/A Alpha
Start: Always, 0:25, 1
Weapons: Adv Missiles
Win 1: 0
O1: 8 (A-W, X-W, Mine3, B-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/A, Neut3, 22, 14) [10]
Difficulty: All
Waves: 0,3
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#6-I GUN Rho
Start: Reinforced, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 12 (8, 13) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (A-W, X-W, B-W) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Created, -4000
O3: 8 (14, 22, T/A) [10]
Special: No
Talk On

#7-I ISD Garrett
Start: Win 1, 1:15, 1
Weapons: Adv Missiles
Win 1: 0
O1: 27 (Rebel) [2]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I TUG CUV 8f1 (Missiles)
Start: Created or Been Boarded, 1:40, 1
Weapons: Adv Missiles
Win 1: 0
O1: 13 (1, 0:05, 2x) [10]
Mother: 7
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I T/I Gamma
Start: Created, 1:15, 7, & Destroyed, 27
Weapons: Adv Missiles
Win 1: 0
O1: 8 (Fighter, B-W, 14, 22) [10]
Mother: 7
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/A, Neut3) [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-I T/B Beta	**Mother:** 7	**Difficulty:** All	
Start: Created, 2:55, 7 & Destroyed, ATR 50%	**Stop:** 50% Hull Dmg	**Waves:** 9,3	**Special:** No
Weapons: Heavy Torps	**AI:** Ace	**Form:** Vic	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (12, 20) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#11-I TRN Upsilon 1	**Mother:** None	**Difficulty:** All	
Start: Always, 0, 1	**Stop:** 50% Hull Dmg	**Waves:** 9,1	**Special:** No
Weapons: Hv Torps	**AI:** Novice	**Form:** Vic	Talk Off
Win 1: Disabled	**Win2:** Captured	**Bonus:** 0	
O1: 16 (13, 23, 0:40, 1x) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#12-I TRN Upsilon 2	**Mother:** None	**Difficulty:** All	
Start: Created, 1:00, 11 & Destroyed, ATR	**Stop:** 50% Hull Dmg	**Waves:** 9,1	**Special:** No
Weapons: Normal	**AI:** Officer	**Form:** Fing Four	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 16 (24, 25, 0:40, 1x) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#13-R PLT 1 DS-5	**Mother:** 12	**Difficulty:** All	
Start: Created, 0, 1	**Stop:** None	**Waves:** 0,3	**Special:** No
Weapons: Normal	**AI:** Novice	**Form:** Fing Four	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (1, Trn) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#14-R FRG Olinor	**Mother:** 12	**Difficulty:** All	
Start: Destroyed, 2:30, 13	**Stop:** Shields Out	**Waves:** 0,1	**Special:** No
Weapons: Missiles	**AI:** Ace	**Form:** Fing Four	Talk Off
Win 1: Disabled	**Win2:** 0	**Bonus:** ID'd, 1000	
O1: 8 (7, Trn) [2]	**O2:** 1 [0]	**O3:** 1 [0]	

#15-R Z-95 Adam	**Mother:** None	**Difficulty:** All	
Start: Always,1:40, 14	**Stop:** 50% Hull Dmg	**Waves:** 0,3	**Special:** No
Weapons: Normal	**AI:** Ace	**Form:** Fing Four	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (Imperial) [10]	**O2:** 4 (1x) [0]	**O3:** 1 [0]	

#16-R Z-95 Baker	**Mother:** None	**Difficulty:** All	
Start: Always, 1:40, 15	**Stop:** 50% Hull Dmg	**Waves:** 0,3	**Special:** No
Weapons: Normal	**AI:** Ace	**Form:** Fing Four	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (T/A, Gun, Trn) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#17-R X-W Red	**Mother:** None	**Difficulty:** All	
Start: Always, 0, 1	**Stop:** 50% Hull Dmg	**Waves:** 0,3	**Special:** No
Weapons: Torps	**AI:** Ace	**Form:** Ech Left	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (Imperial) [10]	**O2:** 4 (1, 51x) [10]	**O3:** 1 [0]	

#18-R A-W Gold	**Mother:** None	**Difficulty:** All	
Start: Always, 0, 1	**Stop:** 50% Hull Dmg	**Waves:** 0,2	**Special:** No
Weapons: Normal	**AI:** Ace	**Form:** Ech Right	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (Imperial) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#19-R B-W Blue	**Mother:** None	**Difficulty:** All	
Start: Destroyed, 0:20, 20	**Stop:** 50% Hull Dmg	**Waves:** 0,3	**Special:** No
Weapons: Torps	**AI:** Ace	**Form:** Fing Four	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 8 (7) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#20-R X-W Gold	**Mother:** None	**Difficulty:** All	
Start: Destroyed, 0:50, 17, 18	**Stop:** 50% Hull Dmg	**Waves:** 0,3	**Special:** No
Weapons: Normal	**AI:** Ace	**Form:** Vic	Talk Off
Win 1: 0	**Win2:** 0	**Bonus:** 0	
O1: 27 (Imperia) [10]	**O2:** 1 [0]	**O3:** 1 [0]	

#21-R A-W Red
Start: Destroyed, 3:20, 19
Weapons: Missiles
Win 1: 0
O1:8 (T/A, ATR, Gun, T/B) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: ID'd
O2: 1 [0]
Difficulty: All
Waves: 0,5
Form: Vert
Bonus: Destroyed, 200
O3: 1 [0]
Special: No
Talk Off

#22-R M/M/CRV Wurger (Troops)
Start: Destroyed, 2:55, 3
Weapons: Lasers Dmg
Win 1: 0
O1: 27(Imperial,5) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: Destroyed, 2000
O3: 1 [0]
Special: No
Talk Off

#23-N SHU Toten (Decoy)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (3:30) [0]
Mother: None
Stop: Been Attacked
AI: Ace
Win2: ID'd
O2: 4 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 200
O3: 2 (0:00) [10]
Special: No
Talk Off

#24-R TRN Kolemigon (Rebels)
Start: Always, 0, 1
Weapons: Normal
Win 1: Disabled
O1: 21 (3:45) [0]
Mother: None
Stop: Been Attacked
AI: Ace
Win2:ID'd
O2: 4 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Was Boarded, 2000
O3: 2 (0:00) [10]
Special: No
Talk Off

#25-R CORT Geddawai (Harkov)
Start: Always, 0, 1
Weapons: Normal
Win 1: Disabled
O1: 21 (2:40) [0]
Mother: None
Stop: Been Attacked
AI: Ace
Win2: ID'd
O2: 4 (1x) [8]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Captured, 2000
O3: 2 (0:00) [10]
Special: No
Talk Off

#26-N MINE Type 1
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-N MINE Type 1
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#28-N T/A H-Beta
Start: Destroyed, 0:15, 21
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#29-N T/A H-Gamma
Start: Destroyed, 0:30, 21
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#30-N T/A H-Delta
Start: Destroyed, 0:30, 29, 30
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#31-N T/A H-Theta
Start: Destroyed, 0:15, 30
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#32-N T/A H-Iota
Start: Destroyed, 1:35, 31
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#33-N T/A H-Alpha
Start: Destroyed, 1:35, 32
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

BATTLE SIX MISSIONS

Battle 6 Mission 1

***#1-I** T/A Alpha [2]
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 8 (B-W, A-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 3 (2x) [3]
Difficulty: All
Waves: 0,3
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: 1
Talk On

#2-I T/A Delta
Start: Always, 0:25, 1
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#3-I T/A Delta 4
Start: Always, 2:55, 1
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-I T/A Delta 6
Start: Always, 1:25, 1
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 11
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I CN/B Xi 1 (TIE Proto)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I CN/B Xi 2 (TIE Proto)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I CN/B Xi 3 (TIE Proto)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I CARG Sela 1
Start: Always, 2:40, 1
Weapons: Normal
Win 1: 0
O1: 19 (5, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I CARG Sela 2
Start: Always, 3:05, 1
Weapons: Normal
Win 1: 0
O1: 19 (6, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-I CARG Sela 3
Start: Always, 3:30, 1
Weapons: Normal
Win 1: 0
O1: 19 (7, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-I PLT Research
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 27 (Rebel) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: *** Starship Board?? (T/D 0:05) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
Special: No
Talk Off
O3: 1 [0]

#12-I SHU Lambda 5
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (10:00) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-I SHU Lambda 6
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (10:00) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-I FRG Thunderer
Start: Destroyed, 0:00, Rebel
Weapons: Normal
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: Shields Out
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-I T/I Gamma
Start: Created, 1:15, 14
Weapons: Normal
Win 1: 0
O1: 8 (Rebel) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#16-I GUN Rho
Start: Reinforced, 2:55, 1
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, A-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#17-I GUN Rho 3
Start: Created, 1:40, 16
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, A-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#18-I GUN Rho 4
Start: Created, 1:40, 17
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, A-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#19-R A-W Red
Start: Always, 2:30, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-R A-W Red 3
Start: Always, 3:45, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-R A-W Red 4
Start: Always, 3:45, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-R A-W Red 5
Start: Always, 1:00, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#23-R A-W Red 6
Start: Always, 1:00, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#24-R B-W Blue 1
Start: Always, 3:20, 1
Weapons: Torps
Win 1: 0
O1: 8 (8, 9, 10) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (CON) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#25-R B-W Blue 2
Start: Always, 4:35, 1
Weapons: Torps
Win 1: 0
O1: 8 (9, 10, 8) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (CON) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-R B-W Blue 3
Start: Always, 1:50, 1
Weapons: Torps
Win 1: 0
O1: 8 (10, 8, 9) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Veteran
Win2: 0
O2: 8 (CON) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Battle 6 Mission 2

***#1-I** T/A Alpha [2]
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 8 (A-W, Crv, X-W, Mine1) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: 1
Talk On

#2-I T/A Rho
Start: Reinforced, 0:50, 1
Weapons: Adv Missiles
Win 1: 0
O1: 8 (A-W, X-W, Crv, Mine1) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I T/A Rho 4
Start: Always, 0:50, 1
Weapons: Adv Torps
Win 1: 0
O1: 8 (Crv, Mine1, A-W, X-W) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#4-I T/D Delta 1
Start: Created, 2:05, 13
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 13
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-I T/D Delta 2
Start: Created, 4:35, 13
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 13
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-I T/D Delta 3
Start: Created, 2:05, 14
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-I T/D Delta 4
Start: Created, 4:35, 14
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-I T/D Delta 5
Start: Created, 2:05, 15
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 15
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I T/D Delta 6
Start: Created, 4:35, 15
Weapons: Lasers Dmg
Win 1: 0
O1: 2 (0:05) [1]
Mother: 15
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-I CARG Sela 1
Start: Always, 5:45, 1
Weapons: Normal
Win 1: 0
O1: 29 (Rebel) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-I CARG Sela 2
Start: Always, 6:35, 1
Weapons: Normal
Win 1: 0
O1: 29 (Rebel) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#12-I CARG Sela 3
Start: Always, 3:25, 1
Weapons: Normal
Win 1: 0
O1: 29 (Rebel) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-I CN/B Xi 1 (TIE Proto)
Start: Always, 5:45, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-I CN/B Xi 2 (TIE Proto)
Start: Always, 6:35, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-I CN/B Xi 3 (TIE Proto)
Start: Always, 3:25, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Line Ast
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-I ESCA Hininbirg
Start: Always, 2:05, 1
Weapons: Adv Missiles
Win 1: Miss Com
O1: 24 (Rebel, 0:05) [2]
Mother: None
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-I T/F Theta
Start: Created, 1:40, 16
Weapons: Normal
Win 1: 0
O1: 8 (Mine1, X-W, A-W) [10]
Mother: 16
Stop: 50% Hull Dmg
AI: Officer
Win2: 0
O2: 3 (10x) [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#18-I SAT1 Beacon H-4
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-R X-W Red
Start: Attacked, 1;40, Crv
Weapons: Mag Pulse
Win 1: 0
O1: 8 (Frt, 16) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (T/D, T/A) [10]
Difficulty: All
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-R X-W Red 5
Start: Created, 1:40, 13
Weapons: Torps
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-R X-W Red 6
Start: Created, 0:25, 20
Weapons: Torps
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-R X-W Red 7
Start: Created, 0:25, 21
Weapons: Torps
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#23-R X-W Red 8
Start: Created, 0:25, 22
Weapons: Torps
Win 1: 0
O1: 8 (T/D, T/A) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#24-R A-W Gold
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (1, CON) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 10 (Crv) [10]
Difficulty: All
Waves: 0,3
Form: Ech Right
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#25-R Y-W Blue
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (16, CON) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: >Easy
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-R CRV Mar Dunn (Type1 Mine)
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 20 (16, 1, Frt, CON, 0:00, 27) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: ID'd
O2: 27 (Frt, 16, CON) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-R CRV Vop Hui(Type1 Mine) **Mother:** None **Difficulty:** All
Start: Always, 0, 1 **Stop:** 50% Hull Dmg **Waves:** 0,1 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** ID'd **Bonus:** 0
O1: 20 (16, 1, Frt, CON, 0:00, 28) [10] **O2:** 27 (Frt, 16, CON) [10] **O3:** 1 [0]

#28-R MINE Type 1 **Mother:** 26 **Difficulty:** All
Start: Dropped Off, 0:00, 1 **Stop:** None **Waves:** 0,3 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (16, 1, Frt, CON) [10] **O2:** 1 [0] **O3:** 1 [0]

#29-R MINE Type 1 **Mother:** 27 **Difficulty:** All
Start: Dropped Off, 0:00, 1 **Stop:** None **Waves:** 0,3 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (16, 1, CON, Frt) [10] **O2:** 1 [0] **O3:** 1 [0]

#30-R MINE Type 1 **Mother:** 27 **Difficulty:** All
Start: Always, 0, 1 **Stop:** None **Waves:** 0,3 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (16, 1, CON, Frt) [10] **O2:** 1 [0] **O3:** 1 [0]

Battle 6 Mission 3

***#1-I** GUN Tau [1] **Mother:** None **Difficulty:** All
Start: Always, 0, 1 **Stop:** None **Waves:** 0,4 **Special:** 1
Weapons: Adv Missiles **AI:** Ace **Form:** Fing Four Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (X-W, Trn) [10] **O2:** 12 (B-W, Frt, GCapture) [10] **O3:** 11 (6, 7, Position 1, 0) [10]

#2-I GUN Rho **Mother:** None **Difficulty:** All
Start: Reinforced, 0:50, 1 **Stop:** None **Waves:** 0,4 **Special:** No
Weapons: Missiles **AI:** Ace **Form:** Fing Four Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 12 (B-W, Frt, GCapture) [10] **O2:** 8 (X-W, Trn) [10] **O3:** 11 (6, 7, Position 1, 0) [10]

#3-I PLT Researcg **Mother:** None **Difficulty:** All
Start: Always, 0, 1 **Stop:** None **Waves:** 0,1 **Special:** No
Weapons: Adv Missiles **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 27 (X-W) [0] **O2:** 22 (21:15) [0] **O3:** 22 (21:15) [0]

#4-I T/F Alpha **Mother:** 3 **Difficulty:** All
Start: Reinforced, 2:30, 1 **Stop:** None **Waves:** 0,3 **Special:** No
Weapons: Adv Missiles **AI:** Ace **Form:** Vic Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 8 (Rebel) [10] **O2:** 1 [0] **O3:** 1 [0]

#5-I HLF U-3f14 **Mother:** 3 **Difficulty:** All
Start: Always, 0, 1 **Stop:** None **Waves:** 0,1 **Special:** No
Weapons: Adv Missiles **AI:** Ace **Form:** Vic Talk On
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 19 (B-W, GDisabled, 0:05, 1x) [10] **O2:** 1 [0] **O3:** 1 [0]

#6-I FRT Anterab (Supplies) **Mother:** None **Difficulty:** All
Start: Always, 0:50, 1 **Stop:** None **Waves:** 0,1 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk On
Win 1: Miss Com **Win2:** 0 **Bonus:** 0
O1: 23 (1x) [10] **O2:** 13 (18, 0:05, 1x) [0] **O3:** 1 [0]

#7-I FRT Degathem (Supplies) **Mother:** None **Difficulty:** All
Start: Always, 0:50, 1 **Stop:** None **Waves:** 0,1 **Special:** No
Weapons: Normal **AI:** Ace **Form:** Vic Talk Off
Win 1: 0 **Win2:** 0 **Bonus:** 0
O1: 23 (1x) [10] **O2:** 13 (18, 0:05, 1x) [0] **O3:** 1 [0]

#8-I E/S Omicron 5
Start: Always, 0:50, 1
Weapons: Normal
Win 1: 0
O1: 11 (6, 7, Position 1, 0) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-I TUG U-3f6 (Repairs)
Start: Destroyed, 0:00, Rebel; Disabled, 6
Weapons: Normal
Win 1: 0
O1: 31 (6) [10]
Mother: 3
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-I TUG U-3f7 (Repairs)
Start: Destroyed, 0:00, Rebel; Disabled, 7
Weapons: Normal
Win 1: 0
O1: 31 (7) [10]
Mother: 3
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-I TRN Upsilon 1
Start: Disabled, 1:00, 6
Weapons: Normal
Win 1: 0
O1: 31 (6) [10]
Mother: 3
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#12-I TRN Upsilon 2
Start: Disabled, 1:00, 7
Weapons: Normal
Win 1: 0
O1: 31 (7) [10]
Mother: 3
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-R X-W Blue
Start: Always, 2:05, 1
Weapons: Torps
Win 1: 0
O1: 8 (GUN, 3, T/F) [10]
Mother: None
Stop: Destroyed
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,6
Form: Fing Four
Bonus: Destroyed, 1000
O3: 1 [0]
Special: No
Talk Off

#14-R A-W Gold
Start: Destroyed, 2:05, X-W; Disabled, B-W
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, GDisabled) [10]
Mother: None
Stop: Destroyed
AI: Ace
Win2: 0
O2: 8 (GUN, T/F) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#15-R A-W Gold 3
Start: Destroyed, 2:05, X-W; Disabled, B-W
Weapons: Missiles
Win 1: 0
O1: 8 (B-W, GDisabled) [10]
Mother: None
Stop: Destroyed
AI: Ace
Win2: 0
O2: 8 (GUN, T/F) [10]
Difficulty: >Easy
Waves: 0,1
Form: Fing Four
Bonus: Destroyed, 250
O3: 1 [0]
Special: No
Talk Off

#16-R ATR Storm Unit (Commandos)
Start: Always, 4:35, 1
Weapons: Normal
Win 1: 0
O1: 8 (9) [10]
Mother: None
Stop: Destroyed
AI: Ace
Win2: 0
O2: 12 (6, 7) [10]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 16 (6, 7, 0:05, 1x) [10]
Special: No
Talk Off

#17-R B-W Red
Start: Always, 4:10, 1
Weapons: Mag Pulse
Win 1: 0
O1: 8 (8) [10]
Mother: None
Stop: Captured
AI: Ace
Win2: Was Boarded
O2: 12 (Frt) [10]
Difficulty: All
Waves: 0,5
Form: Line Abrst
Bonus: 0
O3: 8 (GUN, T/F) [10]
Special: No
Talk Off

#18-I FRT Dock Plt
Start: Always, 0
Weapons: Normal
Win 1: 0
O1: 1 [10]
Mother: None
Stop: Captured
AI: Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

Battle 6 Mission 4

***#1-I** GUN Tau [2]
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 8 (Fighter) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 12 (16, 24, 26, Y-W) [10]
Difficulty: All
Waves: 0,6
Form: Fing Four
Bonus: 0
O3: 2 (0:05) [0]
Special: 1
Talk On

#2-I GUN Rho
Start: Reinforced, 0:50, 1; Destroyed, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Fighter) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 12 (16, 24, 26, Y-W) [10]
Difficulty: All
Waves: 0,4
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I ATR Omega 1 (ST-Troops)
Start: Always, 3:00, 1
Weapons: Heavy Torps
Win 1: 0
O1: 12 (16) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 16 (16, 24, 26, 2:10, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3:1 [10]
Special: No
Talk On

#4-I ATR Omega 2 (ST-Troops)
Start: Always, 3:00, 1
Weapons: Heavy Torps
Win 1: 0
O1: 12 (16, 24) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 16 (24, 26, 16, 0:40, 2x) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#5-I ATR Omega 3 (ST-Troops)
Start: Always, 3:00, 1
Weapons: Heavy Torps
Win 1: 0
O1: 12 (16, 24) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 16 (26, 24, 16, 0:20, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#6-I ATR Omega 4 (ST-Troops)
Start: Always, 3:00, 1
Weapons: Heavy Torps
Win 1: 0
O1: 12 (16) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 16 (25, 16, 24, 26, 0:25, 4x) [10]
Difficulty: All
Waves: 0,1
Form: Line Abrst
Bonus: 0
Special: No
Talk On
O3: 1 [0]

#7-I ATR Omega 5 (ST-Troops)
Start: Destroyed, 0:50, TRN
Weapons: Heavy Torps
Win 1: 0
O1: 12 (16, 24) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 16 (16, 24, 25, 0:40, 1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk On

#8-I ATR Omega 6 (ST-Troops)
Start: Destroyed, 0:50, Trn
Weapons: Heavy Torps
Win 1: 0
O1: 12 (16) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 16 (25, 26, 24, 0:40, 3x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#9-I VSD Glory
Start: Captured, 2:30, 16
Weapons: Heavy Torps
Win 1: 0
O1: 23 (16, 27, 1x) [10]
Mother: None
Stop: Shields Out
AI: Veteran
Win2: 0
O2: 24 (0:40) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#10-I TUG U-4f91
Start: Diabled, 0. 21
Weapons: Normal
Win 1: 0
O1: 19 (21, GDisabled, 0:05, 1x) [10]
Mother: 9
Stop: Been Attacked
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Miss Com, 500
O3: 1 [0]
Special: No
Talk On

#11-I TUG U-4f92
Start: Disabled, 0, 21
Weapons: Normal
Win 1: 0
O1: 19 (21, GDisabled, 0:05, 1x) [10]
Mother: 9
Stop: Been Attacked
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Miss Com, 450
O3: 1 [0]
Special: No
Talk On

#12-I TUG U-4f93
Start: Disabled, 0, 21
Weapons: Normal
Win 1: 0
O1: 19 (21, GDisabled, 0:05, 1x) [10]
Mother: 9
Stop: Been Attacked
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Miss Com, 500
O3: 1 [0]
Special: No
Talk On

#13-I TUG U-4f94
Start: Disabled, 0, 21
Weapons: Normal
Win 1: 0
O1: 19 (21, GDisabled, 0:05, 1x) [10]
Mother: 9
Stop: Been Attacked
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Miss Com, 500
O3: 1 [0]
Special: No
Talk On

#14-I TUG U-14f1
Start: Created, 0, 9, Been Boarded, 1
Weapons: Normal
Win 1: 0
O1: 13 (1, 0:05, 2x) [10]
Mother: 9
Stop: Been Attacked
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Miss Com, 500
O3: 1 [0]
Special: No
Talk On

#15-I T/B Beta 1
Start: Created, 1:40, 9
Weapons: Torps
Win 1: 0
O1: 8 (Frt) [10]
Mother: 9
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#16-N PLT Pondut (Mag Pulse)
Start: Always, 0, 1
Weapons: Normal
Win 1: Captured
O1: 27 (Imperial) [0]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-N Z-95 Adam
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 21 (0:50) [10]
Mother: None
Stop: Destroyed
AI: Ace
Win2: 0
O2: 8 (3, 1) [10]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-N Z-95 Baker
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (3, 1) [10]
Mother: None
Stop: Destroyed
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-N Z-95 Charli
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: None
Stop: Destroyed
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-N Z-95 Delta
Start: Destroyed, 1:15, Fighter
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 16
Stop: Destroyed
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-R Y-W Blue
Start: Disabled, 3:45, 16
Weapons: Mag Pulse
Win 1: 0
O1: 8 (Trn, Gun, T/B) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: Disabled, 1 or 1+
O2: 1 [0]
Difficulty: All
Waves: 0,4
Form: Diamond
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#22-R A-W Red
Start: Disabled, 3:45, 16
Weapons: Missiles
Win 1: 0
O1: 8 (1, Trn, T/B) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: >Easy
Waves: 0,2
Form: Diamond
Bonus: Destroyed, 500
O3: 1 [0]
Special: No
Talk Off

#23-R CARG Bujiboi
Start: Disabled, 3:45, 16
Weapons: Normal
Win 1: 0
O1: 19 (27, 0:05, 1x) [10]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Destroyed, 1000
O3: 1 [0]
Special: No
Talk Off

#24-N TRN GEC U47 (Tech Crew)
Start: Always, 0, 1
Weapons: Normal
Win 1: Disabled
O1: 21 (0:55) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: Captured
O2: 32 (27) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#25-N CORT Lucky Day (Arms Dlr)
Start: Disabled, 0:25, 26
Weapons: Normal
Win 1: Captured
O1: 2 (0:00) [10]
Mother: 16
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-N SHU Kalree (VIPs)
Start: Always, 0, 1
Weapons: Normal
Win 1: Disabled
O1: 21 (3:50) [0]
Mother: None
Stop: 50% Hull Dmg
AI: Ace
Win2: Captured
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#27-N CON T. Chamber (Mag Equip)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

BATTLE SEVEN MISSIONS

Battle 7 Mission 1

#1-I T/A Alpha
Start: Always, 0, 1
Weapons: Msls & Tract
Win 1: 0
O1: 8 (Rebel, Neut3) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Neut3) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#2-I T/A Beta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/I) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut3, Rebel) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#3-I T/A Gamma
Start: Always, 14:00, 1
Weapons: Torps
Win 1: 0
O1: 9 (30) [10]
Mother: 5
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Neut3) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#4-I T/A Delta
Start: Reinforced, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (Neut3, Rebel) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 10 (1) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 11 (1, Position 28, 0) [10]
Special: No
Talk Off

#5-I INT Harpax
Start: Always, 0, 1
Weapons: Torps
Win 1: Survive
O1: 22 (3:00) [0]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 23 (1x) [8]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-N VSD Protector
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 22 (15:00, 1) [0]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 22 (21:15) [0]
Special: No
Talk Off

#7-R CN/B HX (Mag Pulse)
Start: Always, 0, 1
Weapons: Shields Off, Dmg, Tps
Win 1: Destroyed
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-R CN/E HM (Fuel)
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: Destroyed
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-R CN/C Oxin, (Eng Parts)
Start: Always, 0, 1
Weapons: Shields Off, Dmg, Trps
Win 1: Destroyed
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-R CN/D C223 (Missiles & Tps)
Start: Always, 0, 1
Weapons: Shields Off, Dmg, Trps
Win 1: Destroyed
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-N HLF Waq
Start: Always, 1:40, 1
Weapons: Torps
Win 1: 0
O1: 19 (10, Frt, Rebel, 0:05, 1x) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:15) [7]
Difficulty: All
Waves: 9,1
Form: Vic
Bonus: Destroyed, 400
O3: 1 [0]
Special: No
Talk Off

#12-N CARG Whell (Foodstuff)
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 19 (7, Frt, Rebel, 0:30, 1x) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [4]
Difficulty: All
Waves: 8,1
Form: Vic
Bonus: Destroyed, 600
O3: 1 [0]
Special: No
Talk Off

#13-N T/F H-Alpha
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 4,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-N T/I H-Delta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 6
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-N T/B H-Beta
Start: Destroyed, 0:25, 8, 9
Weapons: Missiles
Win 1: 0
O1: 10 (6) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-N T/B H-Zeta
Start: Destroyed, 0:25, 13
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-N T/B H-Gamma
Start: Destroyed, 0:25, 14
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 6
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-N FRG Akaga
Start: Always, 6;15, 1
Weapons: Torps
Win 1: 0
O1: 22 (5:00) [10]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 23 (1x) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 22 (21:15) [0]
Special: No
Talk Off

#19-N T/B H-Kappa
Start: Attacked, 0, 18
Weapons: Missiles
Win 1: 0
O1: 8 (1, Imperial) [10]
Mother: 18
Stop: None
AI: Officer
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#20-N T/B H-Psi
Start: Destroyed, 0, 19
Weapons: Missiles
Win 1: 0
O1: 8 (1, Imperial) [10]
Mother: 18
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#21-N T/B H-Pi
Start: Destroyed, 0, 20
Weapons: Heavy Torps
Win 1: 0
O1: 8 (5) [10]
Mother: 18
Stop: None
AI: Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#22-N T/B H-Iota
Start: Destroyed, 0, 21
Weapons: Heavy Torps
Win 1: 0
O1: 8 (5) [10]
Mother: 18
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (1) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [7]
Special: No
Talk Off

#23-R CAL Warhawk
Start: Always, 6:30, 1
Weapons: Torps
Win 1: 0
O1: 22 (0:05) [10]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 23 (1x) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 22 (21:15) [0]
Special: No
Talk Off

#24-R Z-95 Red
Start: Created, 1:15, 23
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 23
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#25-R Z-95 Gold
Start: Created, 1:40, 23
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 23
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#26-R Z-95 Blue
Start: Destroyed, 0:25, 24
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (5) [10]
Mother: 23
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#27-R Z-95 Scarlet
Start: Destroyed, 0:25, 25
Weapons: Heavy Torps
Win 1: 0
O1: 8 (5) [10]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#28-R X-W Gold
Start: Destroyed, 0:50, 26, 27
Weapons: Torps
Win 1: 0
O1: 8 (5) [10]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#29-R X-W Gold
Start: Destroyed, 1:40, 28
Weapons: Adv Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 23
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 3,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#30-I ATR Gold
Start: Always, 14:00
Weapons: Adv Missiles
Win 1: Created
O1: 2 (0:05, 1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#31-I ATR Gold
Start: Always, 15:00
Weapons: Adv Missiles
Win 1: 0
O1: 2 (0:05, 1) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 1 [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Battle 7 Mission 2

***#1-I** T/A Alpha [2]
Start: Always, 0, 1
Weapons: Heavy B,TractW
Win 1: 0
O1: 8 (Rebel, Neut3) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Neut3) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#2-I T/A Beta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (T/I) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Neut3, Rebel) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#3-I T/A Gamma
Start: Always, 5:20, 1
Weapons: 2xM, Torps, Adv Mis
Win 1: 0
O1: 8 (3) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Rebel, Neut3) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#4-I GUN Nu
Start: Reinforced, 0, 1
Weapons: Torps
Win 1: 0
O1: 8 (14) [10]
Mother: None
Stop: Destroyed, 14
AI: Top Ace
Win2: 0
O2: 10 (1) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Created, -5000
O3: 8 (20-24, 26-29) [10]
Special: No
Talk Off

#5-I GUN Mu
Start: Destroyed, 0:25, 4
Weapons: 2xM, Torps, Adv Mis
Win 1: 0
O1: 8 (20-24, 26-29) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 10 (1) [10]
Difficulty: Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 9 (1) [10]
Special: No
Talk Off

#6-I INT Harpax
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: Survive
O1: 22 (2:35, 14) [0]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-N VSD Protector (Defectors)
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [3]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-N TRN Himner
Start: Destroyed, 2:30, 14
Weapons: Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [5]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-N T/F H-Alpha
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-N T/I H-Delta
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-N T/B H-Beta
Start: Attacked, 0;25, 7
Weapons: Missiles
Win 1: 0
O1: 10 (7) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 5, 3
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#12-N T/B H-Zeta
Start: Destroyed, 0:25, 9
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-N T/B H-Eta
Start: Destroyed, 0:25, 10
Weapons: Torps
Win 1: 0
O1: 8 (Imperial) [10]
Mother: 7
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-N FRG Akaga
Start: Always, 0, 1
Weapons: Missiles
Win 1: Destroyed
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 22 (2:10) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 23 (10x) [3]
Special: No
Talk Off

#15-N T/B H-Beta
Start: Attacked, 0, 14
Weapons: Missiles
Win 1: 0
O1: 8 (1, Imperial) [10]
Mother: 14
Stop: None
AI: Officer
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [4]
Special: No
Talk Off

#16-N T/B H-Zeta
Start: Destroyed, 0, 15
Weapons: Missiles
Win 1: 0
O1: 8 (1, Imperial) [10]
Mother: 14
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [5]
Special: No
Talk Off

#17-N T/B H-Theta
Start: Destroyed, 0, 16
Weapons: Missiles
Win 1: 0
O1: 8 (1, Imperial) [10]
Mother: 14
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [5]
Special: No
Talk Off

#18-N T/B H-Kappa
Start: Destroyed, 0, 17
Weapons: Missiles
Win 1: 0
O1: 8 (1, Imperial) [10]
Mother: 14
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [5]
Special: No
Talk Off

#19-R CAL Warhawk
Start: Always, 0, 1
Weapons: Missiles
Win 1: 0
O1: 23 (1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 22 (1:00) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 23 (10x) [3]
Special: No
Talk Off

#20-R Y-W Red
Start: Created, 1:15, 19
Weapons: 1/2 Mis, Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 19
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 500
O3: 2 (0:05) [10]
Special: No
Talk Off

#21-R Y-W Gold
Start: Created, 4:10, 19
Weapons: 1/2 Mis, Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 19
Stop: None
AI: Veteran
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 750
O3: 1 [0]
Special: No
Talk Off

#22-R Z-95 Blue
Start: Destroyed, 0:25, 20
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 19
Stop: None
AI: Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 750
O3: 1 [0]
Special: No
Talk Off

#23-R Z-95 Red
Start: Destroyed, 0:25, 21
Weapons: Heavy Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 19
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: Destroyed, 1000
O3: 1 [0]
Special: No
Talk Off

#24-R X-W Gold
Start: Destroyed, 0:50, 22, 23
Weapons: Torps
Win 1: 0
O1: 8 (6) [10]
Mother: 19
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: Destroyed, 1000
O3: 2 (0:05) [0]
Special: No
Talk Off

#25-I TRN Goya (Reloads)
Start: Been Boarded, 0:25, 1
Weapons: Torps
Win 1: 0
O1: 13 (1, 0:10, 5x) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 3 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 21 (15:10) [0]
Special: No
Talk Off

#26-I VSD Garrett
Start: Destroyed, 2:00, 14
Weapons: Missiles
Win 1: Created
O1: 27 (Neut3) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#27-I T/A Pi
Start: Created, 0:50, 26
Weapons: Torps
Win 1: 0
O1: 8 (Neut3) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#28-I T/A Iota
Start: Created, 2:55, 26
Weapons: Torps
Win 1: 0
O1: 8 (Neut3) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#29-I T/A Omega
Start: Attacked, 2:55, 26
Weapons: Adv Missiles
Win 1: 0
O1: 11 (26, Position 1, 1) [10]
Mother: 6
Stop: None
AI: Top Ace
Win2: 0
O2: 9 (1) [10]
Difficulty: All
Waves: 9,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

Battle 7 Mission 3

***#1-I** T/A Alpha [1]
Start: Always, 0, 1
Weapons: Adv Torps
Win 1: 0
O1: 8 (17, 4, Neut 3) [10]
Mother: None
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: 1
Talk On

#2-I T/A Rho
Start: Reinforced, 0;50, 1
Weapons: 2xM, Torps, Heav B
Win 1: 0
O1: 8 (17, 4, Crv) [10]
Mother: None
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 8 (Trn, B-W, Gun, Shu) [10]
Difficulty: All
Waves: 0,3
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#3-I INT Harpax
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 8 (17, 4, Neut 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: Miss Com, 2000
O3: 1 [0]
Special: No
Talk Off

#4-N VSD Protector
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 27 (Imperial) [10]
Mother: None
Stop: Destroyed, 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#5-R CRV Triumph
Start: Capture, 0:25, 4
Weapons: Normal
Win 1: 0
O1: 27 (3, 18, 1) [10]
Mother: None
Stop: Destroyed, 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-N M/CRV Arditi
Start: Destroyed, 0:25, 5
Weapons: Normal
Win 1: 0
O1: 27 (18, 3, 1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-N M/CRV Falcon
Start: Destroyed, 0:25, 6, 4
Weapons: Normal
Win 1: 0
O1: 27 (18, 3, 1) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-N M/CRV BaKaar
Start: Destroyed, 0:25, Crv
Weapons: Normal
Win 1: 0
O1: 27 (18, 3, 1) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-N ATR Upsilon
Start: Destroyed, 0:25, 13, 14
Weapons: Heavy Torps
Win 1: 0
O1: 8 (18, 3, 1) [10]
Mother: None
Stop: None
AI: Ace
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,5
Form: Vert
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-N GUN Tau
Start: Destroyed, 0:25, 13
Weapons: Adv Missiles
Win 1: 0
O1: 8 (T/A, T/B, 18, 1) [10]
Mother: None
Stop: None
AI: Officer
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-N GUN Tau
Start: Destroyed, 2:05, 10
Weapons: Adv Missiles
Win 1: 0
O1: 8 (T/A, T/B, 18, 1) [10]
Mother: None
Stop: None
AI: Veteran
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#12-N GUN Tau
Start: Destroyed, 3:20, 11
Weapons: Adv Missiles
Win 1: 0
O1: 8 (T/A, T/B, 18, 1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-R E/S Spitfire
Start: Created, 0, 5
Weapons: Normal
Win 1: 0
O1: 11 (17, 5, Position 1, 1) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,2
Form: Line Abrst
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-R B-W Blue
Start: Created, 0, 5
Weapons: Torps
Win 1: 0
O1: 8 (3, 18) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-N GUN Mu
Start: Attacked, 0:25, 4
Weapons: Missiles
Win 1: 0
O1: 8 (T/B, T/A) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2 [0:25]
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-N GUN Mu
Start: Destroyed, 1:40, 15
Weapons: Missiles
Win 1: 0
O1: 8 (T/B, T/A) [10]
Mother: None
Stop: None
AI: Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: All
Waves: 0,2 [0:25]
Form: Fing Four
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#17-R CAL Warhawk
Start: Always, 0, 1
Weapons: Shields 1/2, Dmg
Win 1: 0
O1: 27 (3, Imperial) [10]
Mother: None
Stop: Destroyed, 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#18-I ISD Garrett
Start: Always, 0
Weapons: 2xM, Torps, Adv Mis
Win 1: Survive
O1: 27 (17, 4 Neut3, Rebel) [10]
Mother: 18
Stop: None
AI: Ace
Win2: 0
O2: 24 (0:05) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-I T/A Theta
Start: Always, 0
Weapons: Adv Missiles
Win 1: Survive
O1: 2 (0:00) [10]
Mother: 18
Stop: None
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#20-I T/A Theta
Start: Miss Com, 2:40, 19
Weapons: Adv Missiles
Win 1: 0
O1: 8 (Trn, B-W, Gun, Shu) [10]
Mother: 18
Stop: Destroyed, Neut 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#21-I T/I Eta
Start: Destroyed, 0, 20
Weapons: Missiles
Win 1: 0
O1: 8 (Trn, B-W, Gun, Shu) [10]
Mother: 18
Stop: Destroyed, Neut 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#22-I T/I Eta
Start: Destroyed, 1:15, 21
Weapons: Missiles
Win 1: 0
O1: 8 (Trn, B-W, Gun, Shu) [10]
Mother: 18
Stop: Destroyed, Neut 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#23-I T/I Eta
Start: Destroyed, 1:15, 22
Weapons: Missiles
Win 1: 0
O1: 8 (Trn, B-W, Gun, Shu) [10]
Mother: 18
Stop: Destroyed, Neut 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#24-I T/I Eta
Start: Destroyed, 1:15, 23
Weapons: Missiles
Win 1: 0
O1: 8 (Trn, B-W, Gun, Shu) [10]
Mother: 18
Stop: Destroyed, Neut 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#25-I T/A Gamma
Start: Always, 1:40, 1
Weapons: Heavy Torps
Win 1: 0
O1: 8 (5,4 Crv) [10]
Mother: 18
Stop: Destroyed, Neut 3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#26-I T/A Gamma
Start: Destroyed, 2:30, 25
Weapons: Heavy Torps
Win 1: 0
O1: 8 (5, 4, Crv, Trn) [10]
Mother: 18
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#27-I T/B Beta
Start: Destroyed, 2:30, 26
Weapons: Torps
Win 1: 0
O1: 8 (5, 4, Crv, Trn) [10]
Mother: 18
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#28-I T/B Beta
Start: Destroyed, 2:30, 27
Weapons: Torps
Win 1: 0
O1: 8 (5, 4, Crv, Trn) [10]
Mother: 18
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#29-I T/B Beta
Start: Destroyed, 2:30, 28
Weapons: Torps
Win 1: 0
O1: 8 (5, 4, Crv, Trn) [10]
Mother: 18
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#30-I T/B Beta
Start: Destroyed, 2:30, 29
Weapons: Torps
Win 1: 0
O1: 8 (5, 4, Crv, Trn) [10]
Mother: 18
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#31-I TRN CUV 18f1 (torps)
Start: Been Boarded, 0:25, 1
Weapons: Normal
Win 1: 0
O1: 13 (1, 0:05, 5x) [10]
Mother: 18
Stop: 50% Hull Dmg
AI: Top Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

Battle 7 Mission 4

***#1-I** T/D Delta [1]
Start: Always, 0, 1
Weapons: Adv Torps
Win 1: 0
O1: 8 (Gun, T/B, 6) [10]
Mother: None
Stop: Destroyed, Neut3
AI: Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,5
Form: Fing Four
Bonus: Miss Com, 1000
O3: 1 [0]
Special: 1
Talk On

#2-I T/D Delta 6 (Lord Vader)
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: Miss Com
O1: 8 (7, 11, Gun, T/B) [10]
Mother: None
Stop: Destroyed, Neut3
AI: Super Ace
Win2: 0
O2: 2 (0:00) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#3-I M/FRG Osprey
Start: Destroyed, 3:30, Gun
Weapons: Adv Missiles
Win 1: Survive
O1: 27 (6, T/B, Gun) [3]
Mother: None
Stop: None
AI: Ace
Win2:0
O2: 24 (0:05) [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#4-I TUG CUV/L-1 (Warheads)
Start: Been Boarded, 0, 1; Created, 3
Weapons: Normal
Win 1: 0
O1: 13 (1, 0:05, 1x) [10]
Mother: 3
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk On

#5-I SAT1 Rendezvous
Start: Always, 0, 1
Weapons: Normal
Win 1: 0
O1: 1 [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#6-N INT Harpago
Start: Always, 0, 1
Weapons: Adv Missiles
Win 1: 0
O1: 27 (1, 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: Destroyed
O2: 1 [0]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#7-N GUN Z-Mu
Start: Always, 0, 1
Weapons: 1/2 Mis, Torps
Win 1: 0
O1: 8 (T/D, T/F, 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: <Hard
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#8-N GUN Z-Mu
Start: Always, 0, 1
Weapons: 1/2 Mis, Torps, Adv Mis
Win 1: 0
O1: 8 (T/D, T/F, 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: Hard
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#9-N GUN Z-Nu
Start: Always, 0, 1
Weapons: 1/2 Mis, Torps
Win 1: 0
O1: 8 (T/D, T/F, 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: <Hard
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#10-N GUN Z-Nu
Start: Always, 0, 1
Weapons: 1/2 Mis, Torps, Adv Mis
Win 1: 0
O1: 8 (T/D, T/F, 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: Hard
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#11-N GUN Z-Tau
Start: Always, 0, 1
Weapons: 1/2 Mis, Torps, Adv Mis
Win 1: 0
O1: 8 (T/D, T/F, 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: <Hard
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#12-N GUN Z-Tau
Start: Always, 0, 1
Weapons: 1/2 Mis, Torps, Adv Mis
Win 1: 0
O1: 8 (T/D, T/F, 3) [10]
Mother: None
Stop: Shields Out
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: Hard
Waves: 0,4
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#13-N T/B Z-Alpha
Start: Created, 0:25, 3
Weapons: Torps
Win 1: 0
O1: 8 (3) [10]
Mother: 6
Stop: ID, 6
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#14-N T/B Z-Beta
Start: Created, 2:55, 3
Weapons: Torps
Win 1: 0
O1: 8 (3) [10]
Mother: 6
Stop: ID, 6
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#15-N T/B Z-Gamma
Start: Destroyed, 1:15, 13
Weapons: Torps
Win 1: 0
O1: 8 (3) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#16-N T/B Z-Theta
Start: Destroyed, 1:15, T/B
Weapons: Torps
Win 1: 0
O1: 8 (3) [10]
Mother: 6
Stop: 50% Hull Dmg
AI: Ace
Win2: 0
O2: 1 [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

Battle 7 Mission 5

***#1-I** T/D Alpha [1]
Start: Always, 0, 1
Weapons: 2xM, Torps, Adv Mis
Win 1: 0
O1: 8 (T/A) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (16) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 8 (15, GNS) [10]
Special: 1
Talk Off

#2-I T/A Z-Alpha 4 (Lord Vader)
Start: Always, 0, 1
Weapons: 2xM, Torps, Adv Mis
Win 1: 0
O1: 8 (T/A) [10]
Mother: None
Stop: None
AI: Super Ace
Win2: 0
O2: 8 (16) [6]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: 1
Talk Off

#3-N T/A Z-Alpha
Start: Always, 0, 1
Weapons: 2xM, Torps
Win 1: 0
O1: 8 (18) [5]
Mother: 17
Stop: None
AI: Veteran
Win2: 0
O2: 8 (1) [5]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [5]
Special: No
Talk Off

#4-N T/A Z-Beta
Start: Destroyed, 3:40, 3
Weapons: Torps
Win 1: 0
O1: 8 (1) [10]
Mother: 17
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#5-N T/A Z-Gamma
Start: Destroyed, 3:40, 3
Weapons: 1/2 Mis, Torps
Win 1: 0
O1: 8 (1, GNP) [10]
Mother: 17
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial, GNP) [10]
Difficulty: Easy
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [0]
Special: No
Talk Off

#6-N T/A Z-Delta
Start: Created, 0:50, 19
Weapons: Torps
Win 1: 0
O1: 8 (19) [10]
Mother: 17
Stop: None
AI: Veteran
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: >Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#7-N T/A Z-Eta
Start: Destroyed, 0:50, 6
Weapons: Missiles
Win 1: 0
O1: 8 (1) [10]
Mother: 17
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#8-N T/A Z-Zeta
Start: Destroyed, 0:50, 7
Weapons: Torps
Win 1: 0
O1: 8 (19) [10]
Mother: 17
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#9-N T/A Z-Iota
Start: Destroyed, 0:50, 8
Weapons: Adv Missiles
Win 1: 0
O1: 8 (19) [10]
Mother: 17
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (Imperial) [10]
Difficulty: Hard
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#10-N T/A Z-Kappa
Start: Disabled, 0, 15
Weapons: 1/2 Mis, Torps
Win 1: 0
O1: 8 (1) [10]
Mother: 17
Stop: None
AI: Officer
Win2: 0
O2: 8 (Imperial, GNP) [10]
Difficulty: >Easy
Waves: 0,2
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#11-I T/B Zeta
Start: Created, 0:50, 19
Weapons: Torps
Win 1: 0
O1: 8 (17) [10]
Mother: 19
Stop: Miss Com, 17
AI: Top Ace
Win2: 0
O2: 8 (Neut3, GNP) [0]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#12-I T/B Gamma
Start: Created, 1:15, 19
Weapons: Heavy Bombs
Win 1: 0
O1: 8 (17) [10]
Mother: 19
Stop: Miss Com, 17
AI: Top Ace
Win2: 0
O2: 8 (Neut3, GNP) [0]
Difficulty: Easy
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#13-I T/B Eta
Start: Created, 2:05, 19
Weapons: Torps
Win 1: 0
O1: 8 (17) [10]
Mother: 19
Stop: Miss Com, 17
AI: Top Ace
Win2: 0
O2: 8 (Neut3, GNS) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#14-I T/B Beta
Start: Destroyed, 0:25, 11, 13
Weapons: Torps
Win 1: 0
O1: 8 (17) [10]
Mother: 19
Stop: Miss Com, 17
AI: Top Ace
Win2: 0
O2: 8 (Neut3, GNS) [10]
Difficulty: All
Waves: 0,3
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#15-N E/S Haven (Troopers, Emperor)
Start: Always, 0:50, 1
Weapons: Missiles
Win 1: Was Boarded, Special
O1: 3 (1x) [10]
Mother: 18
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (20) [10]
Difficulty: All
Waves: 0,3
Form: Line Ast
Bonus: 0
O3: 2 (0:05) [10]
Special: Random
Talk Off

#16-N E/S Hellcat (Troopers)
Start: Always, 1:15, 1
Weapons: Missiles
Win 1: 0
O1: 3 (1x) [10]
Mother: 18
Stop: None
AI: Top Ace
Win2: 0
O2: 8 (20, 1) [10]
Difficulty: >Easy
Waves: 0,3
Form: Line Ast
Bonus: 0
O3: 8 (1) [10]
Special: No
Talk Off

#17-N ISD Glory
Start: Always, 0, 1
Weapons: Torps
Win 1: 0
O1: 22 (4:20) [0]
Mother: None
Stop: Win1 Success, 17
AI: Top Ace
Win2: 0
O2: 23 (1x) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#18-I ISD Majestic
Start: Always, 0, 1
Weapons: Shields Off, Dmg
Win 1: 0
O1: 22 (4:20) [0]
Mother: None
Stop: None
AI: Novice
Win2: 0
O2: 23 (1x) [3]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [0]
Special: No
Talk Off

#19-I ISD Vanguard
Start: Created, 1:00, 20
Weapons: Heavy Torps
Win 1: Survive
O1: 22 (0:05) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 24 (0:05) [3]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

#20-I M/CRV Mescue
Start: Disabled, 0:50, 15
Weapons: Lasers Dmg, Mis
Win 1: Survive
O1: 14 (15, GSC, 0:30, 1x) [10]
Mother: None
Stop: None
AI: Top Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 1 [10]
Special: No
Talk Off

#21-N E/S Escape
Start: Destroyed, 0, 17
Weapons: Adv Missiles
Win 1: 0
O1: 2 (0:00) [10]
Mother: 17
Stop: None
AI: Super Ace
Win2: 0
O2: 2 (0:05) [10]
Difficulty: All
Waves: 0,1
Form: Vic
Bonus: 0
O3: 2 (0:05) [10]
Special: No
Talk Off

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APPENDIX E

THE TIE FIGHTER TEAM

Larry Holland

Following the success of X-Wing, Larry Holland has returned with TIE Fighter. He founded Peregrine Software, got married, and no longer sleeps on the futon in his office. He still creates great games.

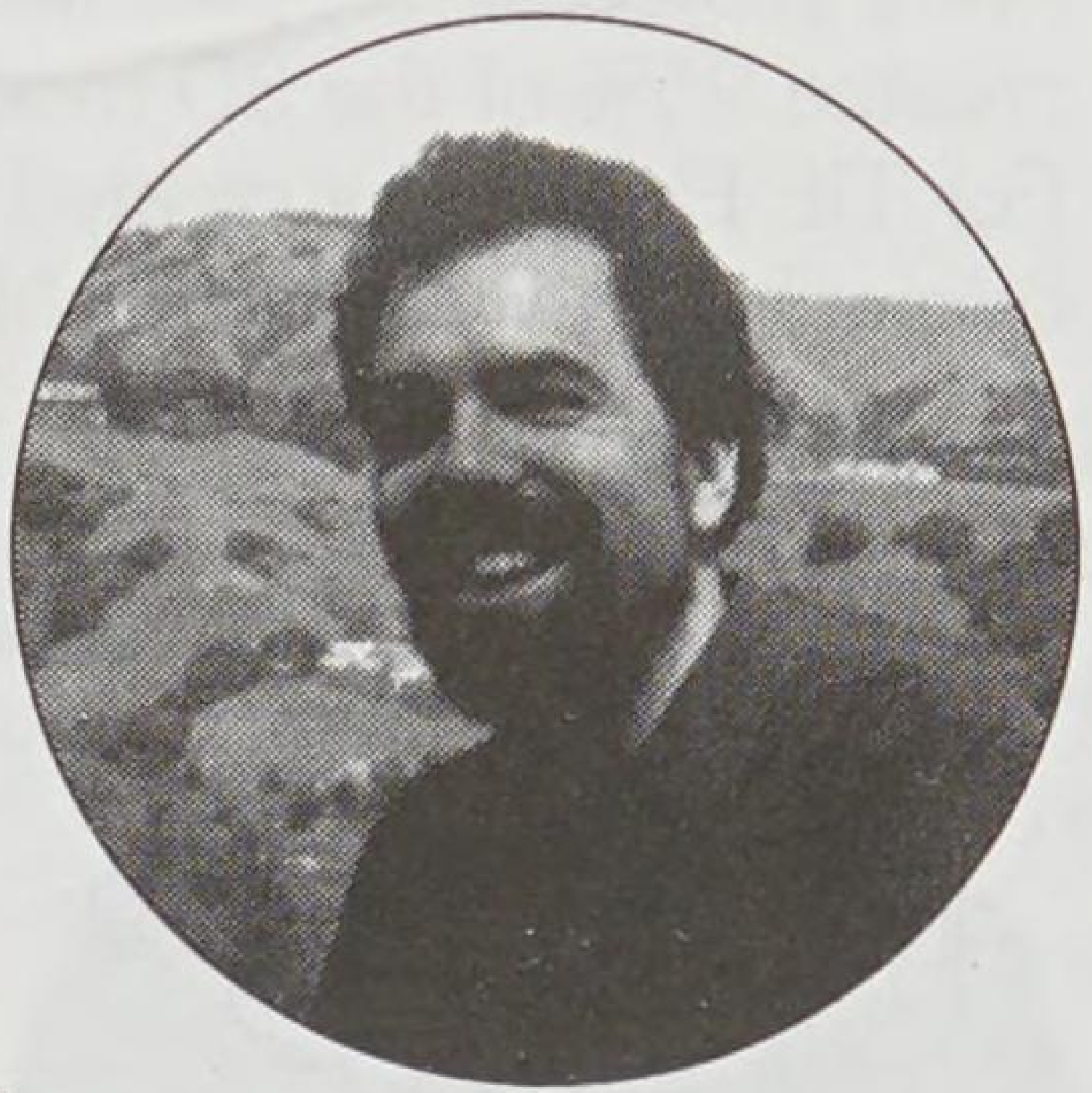
Larry began his career intending to be an anthropologist, studying at Cornell University and going on digs in France, Africa, India, etc. He's fond of telling you how he started out studying man's early evolution and his most primitive stone tools before turning his attention to the world of microcomputers.

Larry began programming out of a sense of curiosity and found himself almost accidentally involved in writing games. His early projects included games for the Commodore Vic 20 and the Commodore 64. With reluctance, Larry will tell you he worked on a product called Spike's Peak. He also worked on Super Zaxxon and his earliest simulation effort, Project Space Station.

Later, Larry began developing projects for Lucasfilm's Games Division where he has gained a reputation as one of the best simulator developers in the business. His games include HMS Pegasus, Strike Fleet, and the critically acclaimed World War II series of flight simulators: Battlehawks 1942, Their Finest Hour: The Battle of Britain, and Secret Weapons of the Luftwaffe (SWOTL). And, of course, X-Wing.

TIE Fighter represents a culmination of the work that preceded it, blending the *Star Wars* adventure with a spaceborne flight simulator.

Edward Kilham



Ed "Kill'em" Kilham started creating simple games and graphics systems on the Apple II while still in high school. He moved on to the Amiga in 1985 and wrote a color font editing utility called The Calligrapher.

Ed's next big project was RoboSport, written for Maxis while still attending the University of Oregon. He graduated in 1990 with a Magna Cum Laude in Computer Science.

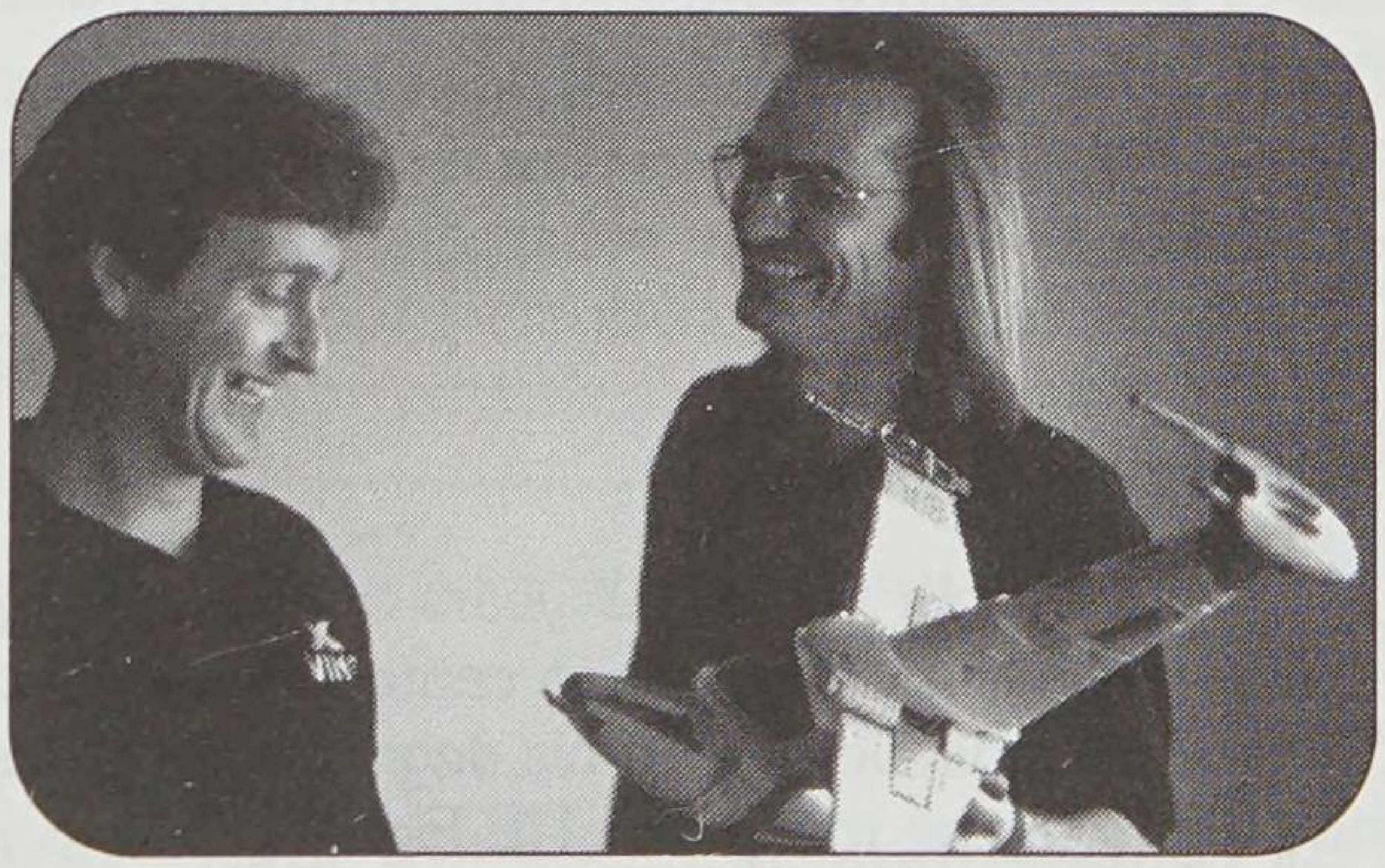
Ed then joined LucasArts and began work on his cinematic engine. In late 1991, he officially joined Larry Holland's simulator team (later Peregrine Software) and began incorporating his cinematic approach with Larry's simulator technology.

Peter Lincroft

Peter graduated from of University of California at Berkeley with a degree in computer science. He's an expert in 3D polygon technology and concentrated on programming the in-flight polygon engine for X-Wing and TIE Fighter. He began working with LucasArts as an independent contractor in 1989, programming the DOS version of Pipe Dream. He joined Larry's flight sim group to work on SWOTL in 1990. Peter and his wife, Yali, have also begun Ancible Software, a shareware company.

David Maxwell

"Max" originally signed on with LucasArts as a technician in the Quality Assurance Department, where he tested games like Monkey Island, Night Shift, Swotl and the expansion disks for SWOTL, Indiana Jones Graphic Adventure, Star Wars, Empire Strikes Back, Defenders of Dynatron City and more. Eventually, he joined Larry's team and began building missions for X-Wing. An ace simulator pilot, "Max" was afraid X-Wing would be too easy. With long-time friend and partner David Wessman, "Max" desgined the missions for TIE Fighter. He still thinks they're too easy.



Dave Maxwell and Dave Wessman.

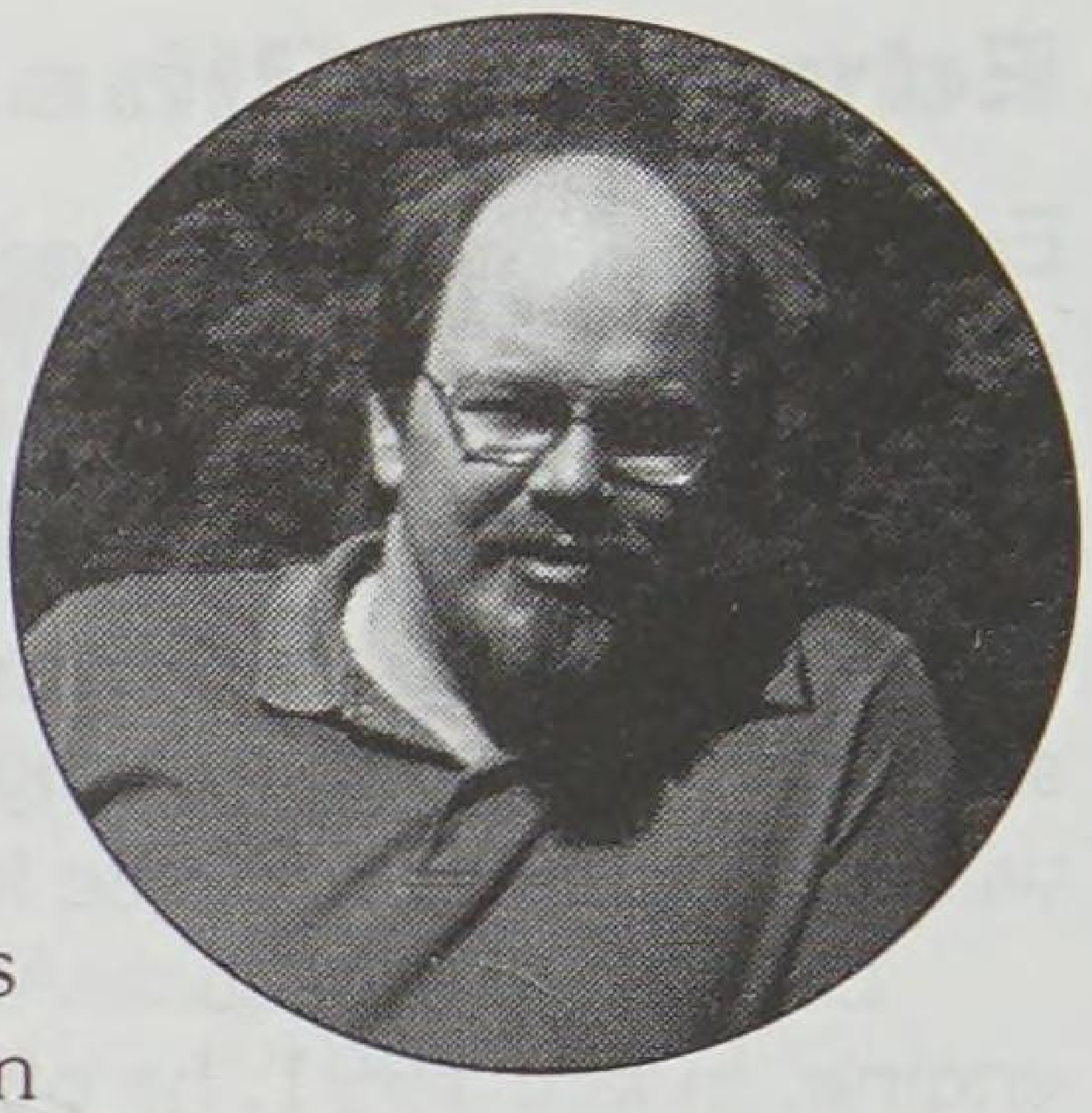
David Wessman

"Wotan" is an avid amateur military historian and totally avid computer game player. He and "Max" are long-time buddies and worked together to build missions for X-Wing and later for TIE Fighter. "Wotan" did a lot of the research and wrote up the mission descriptions. He also added strategic ideas based on his studies of military history and *Star Wars* lore.

Dave has also been a tester for LucasArts for some time, working on Indiana Jones Graphic Adventure and SWOTL and the SWOTL expansion disks.

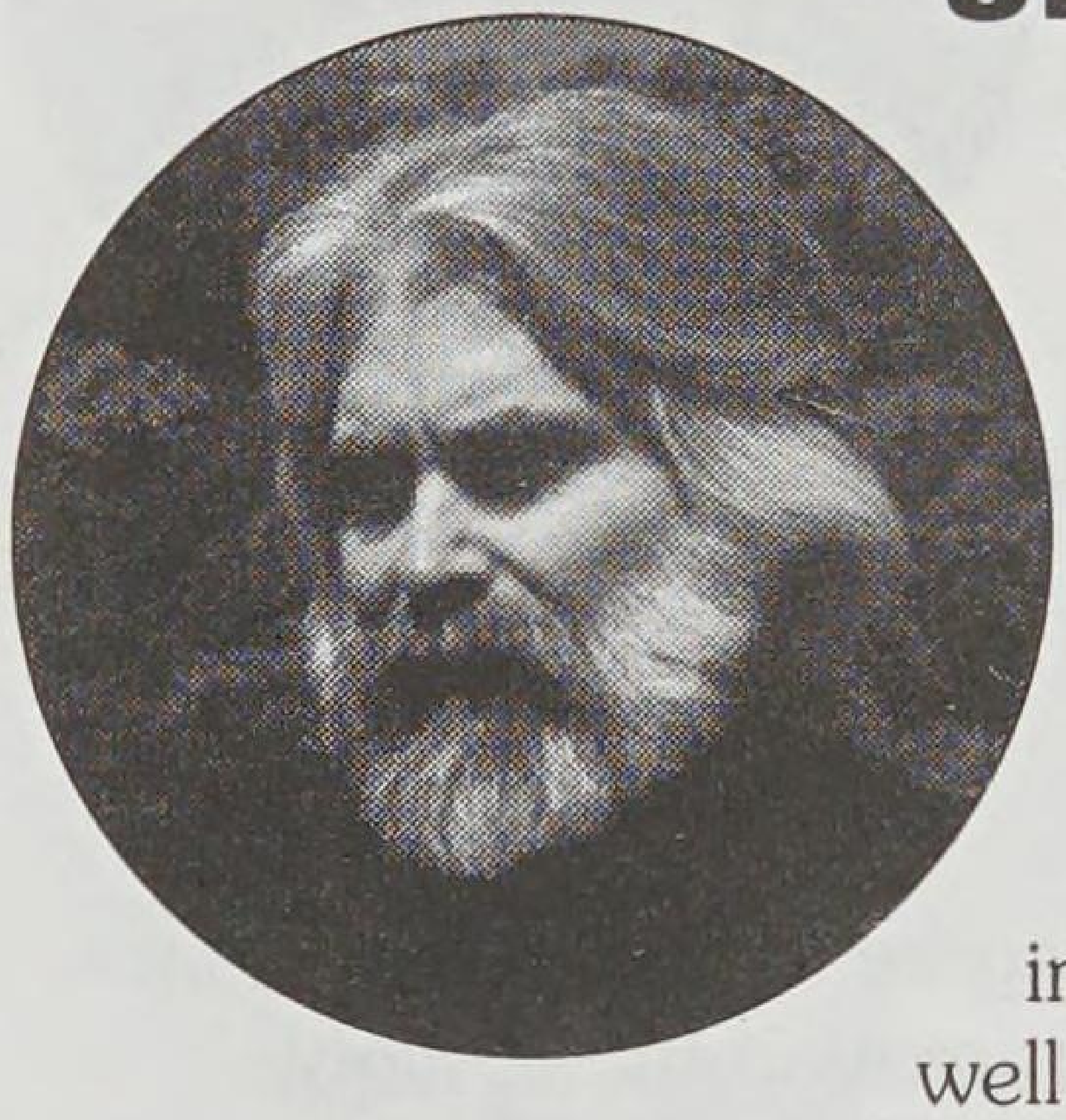
Martin Cameron

"Bucky" started out as a traditional illustrator. His mentor was Rick Sternbach (Senior Illustrator, Star Trek: The Next Generation). Bucky's work has been printed in Analog and Penthouse. He began working on computer games in 1987 and has worked with Larry on



every project since, plus numerous other LucasArts projects. He created 95% of the 3D models used in the cinematic sequences. For TIE Fighter, he created several new ships based on the original *Star Wars* look, ships that had not previously existed in the worlds of Star Wars.

Jim McLeod



Jim's first computer game work was to create a couple of ships for Battlehawks in 1988. Since then, he has worked on all of Larry's projects as well as doing VGA upgrades for several of LucasArts' other projects. He did his first original backgrounds for the Secret of Monkey Island and animations for Indiana Jones and the Fate of Atlantis. For X-Wing and TIE Fighter, he created much of the two-dimensional artwork, including the medals, menu screens, and some of the animations as well as helping with the 3D work.

Jon Knoles

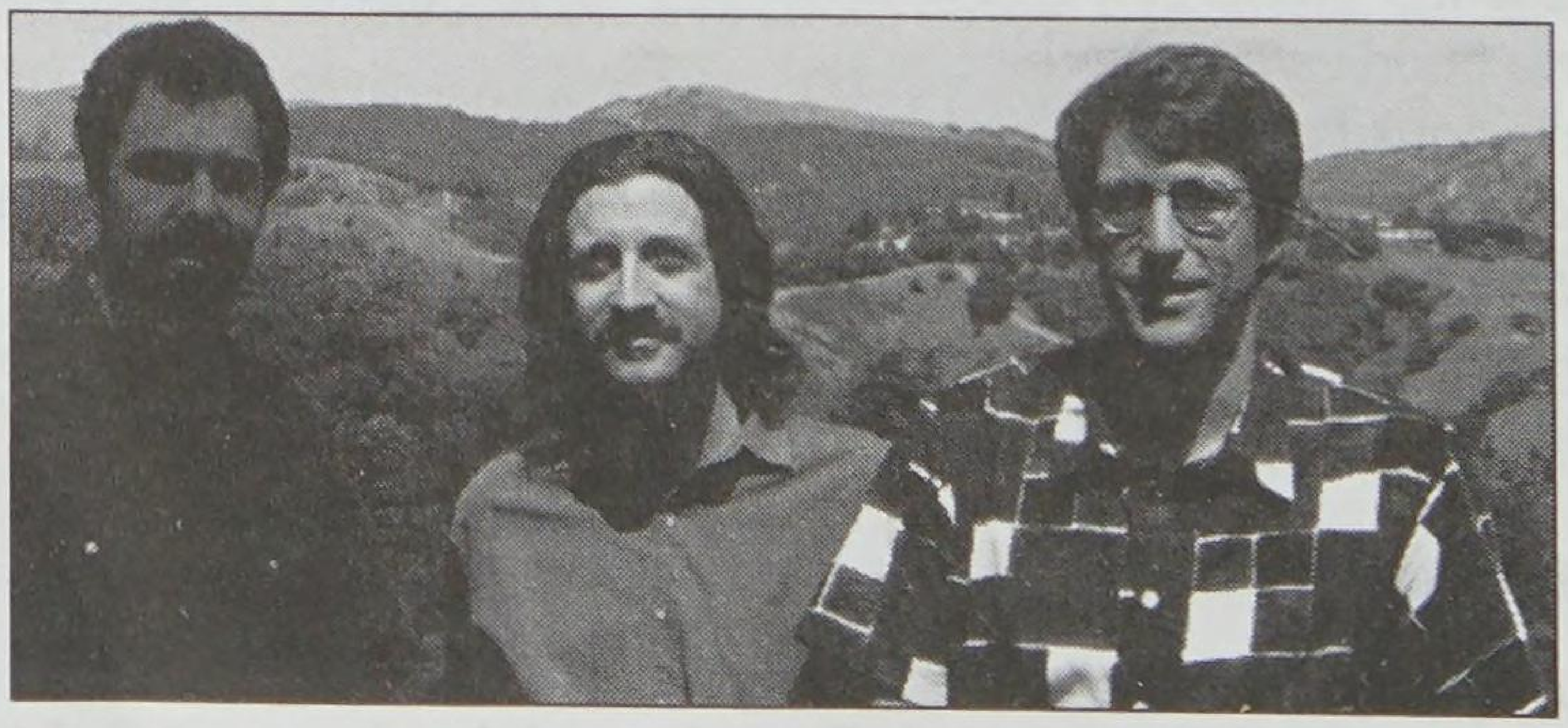
Jon is a resident Star Wars expert at LucasArts. He joined the company in 1990 and has worked on a string of products since then, including Nintendo Entertainment System versions of Star Wars, The Empire Strikes Back, and Defenders of Dynatron City as well as Super Star Wars for the SNES. He created storyboards, cut scenes, and the cockpits for X-Wing and some of the cut scenes for TIE Fighter.

Dave Bengel

With a degree in Film, Dave has earned a living as a freelance film/video cameraman and cinematographer. he also runs a custom model kit company out of his garage where he sculpts models and creates kits. He created the real-time 3D flight engine models for TIE Fighter using Peregrine Software's proprietary tools.

Wade Lady

Wade spent four and a half years on maui using computers to design windsurfing equipment for the pro windsurfers. He then came to Peregrine and helped design flight engine models for X-Wing. Then, while getting his degree in Computer Science, he designed the tool used to create the flight engine models in TIE Fighter, and worked with Dave Bengel to design them.



Rusel DeMaria with Ed and Larry.

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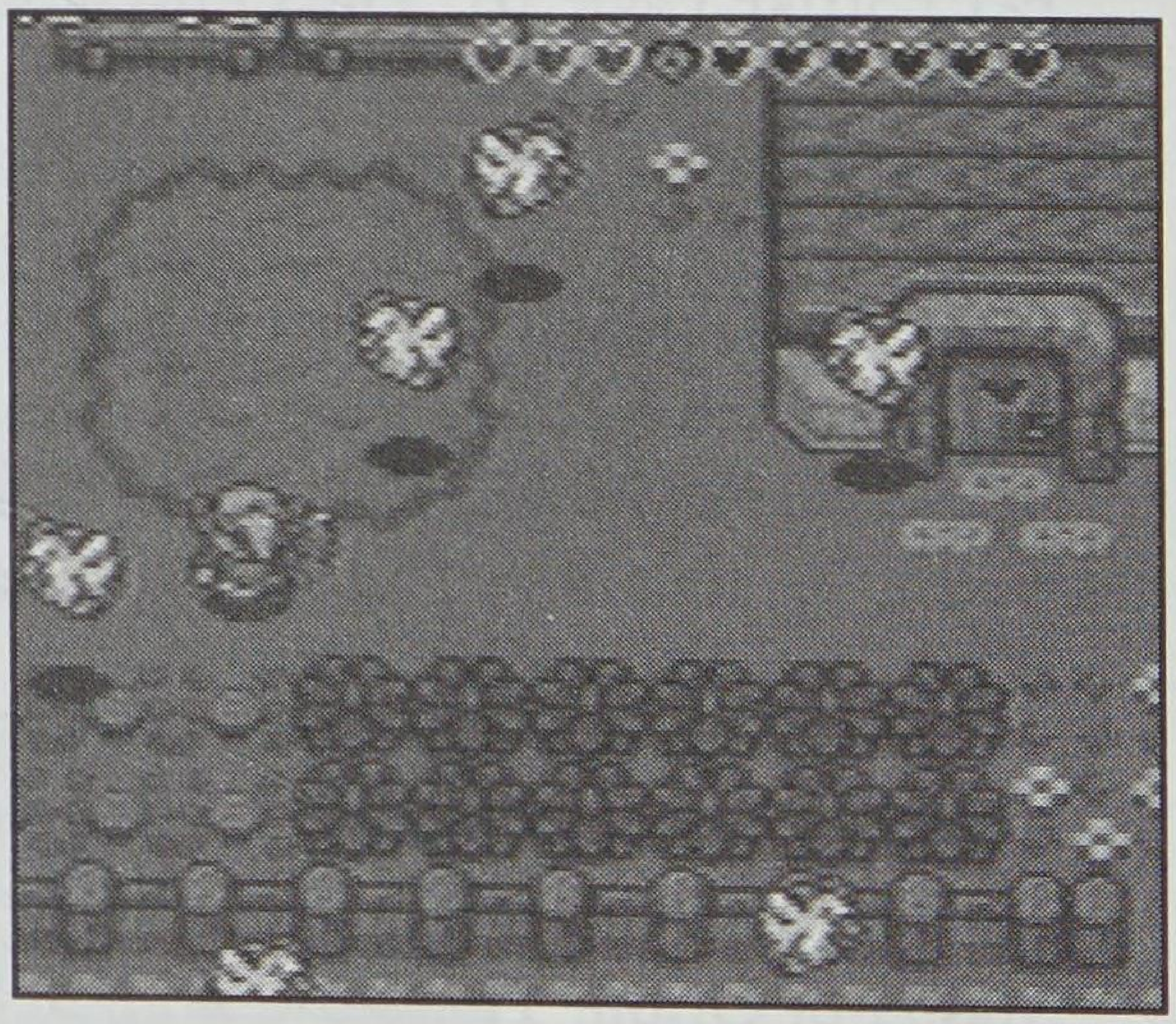

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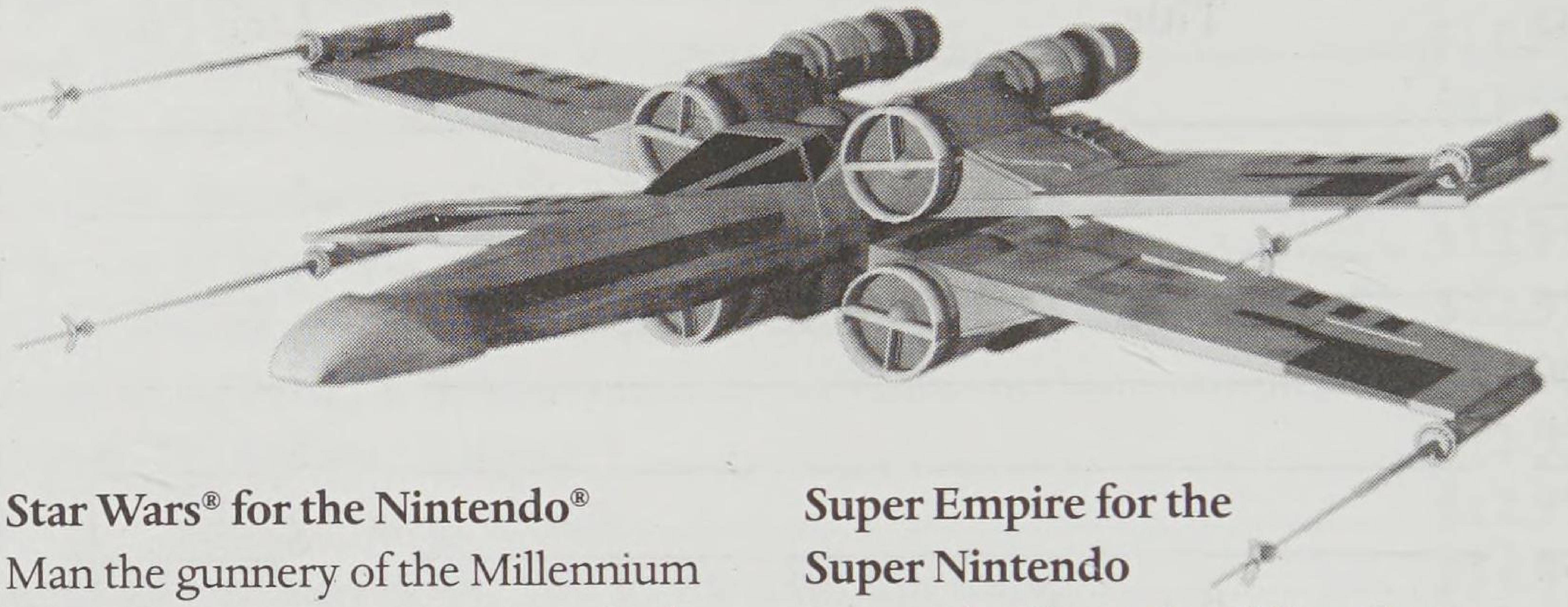

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